README Guide

In CS15, you will need to write README files to accompany all your projects. Please include them in the same directory as your project when you handin. A README is a short description of your project that lets other users (your TAs) understand how it works. Each section should be at most a few sentences and overall brief (shorter is better!)

Creating a README

You can create a README file by typing “touch README” into the terminal in your project directory. This will create a new README file in your project directory, which you can then open and edit in your text editor of choice.

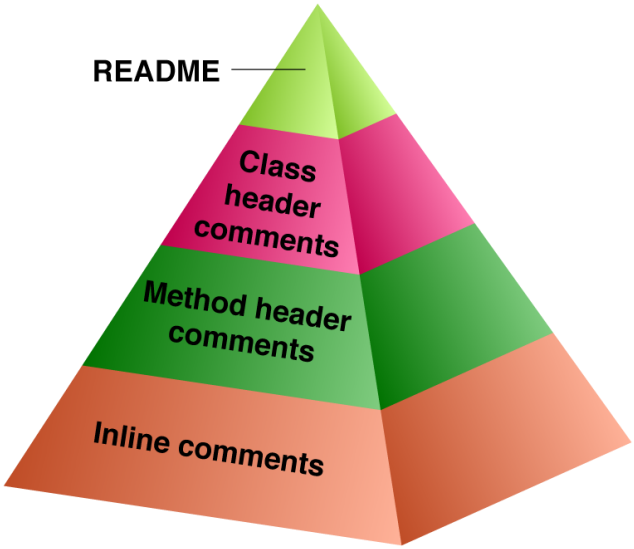
Handin

Please state whether or not you plan on this being your final handin. Don’t worry if you submit a README that says it’s your final handin but you then need to submit another handin afterwards; we don’t look at any handins besides the most recent one. It’s simply good coding practice to indicate in a README whether or not the project is intended to be finalized.

Design Choices

Please illustrate any key design choices that you made such as the use of inheritance over an interface, why you used a certain data structure, etc. Important design choices you discussed in section (if applicable) should be included here as well as anything required in the assignment handout. Please also refer to the assignment handout to see if there are specific requirements or suggestions to put in your README.

You **must not** outline every single method that you have written. Rather, please highlight only particularly unusual helper methods that you might have. In general, your README should give an overview at the class level of your project. You should not be repeating more than small portions of your code comments. See below for a recommended commenting hierarchy.



Known Bugs

This section includes a description of any known bugs you have found while testing your project and any attempts you made to fix them. This helps us to give you partial credit for the work you have done correctly.

EX:

```
RachaelBot README

Overview:
    My RachaelBot has three classes, A, B and C. These interact in the following ways:
        - A contains an instance of B as well as the event handlers to graphically animate (...)
        - C's constructor takes in B so that it can logically handle (...)
        - (...)

Design Choices:
    My project has some unusual logic in the (...) class which (...)
    I augmented the suggestions in the handout in the following ways: (...)

Known bugs:
    RachaelBot sometimes turns left when she is supposed to turn right. This happens
    every twenty or so runs of the program and I tried to do (...) to solve the problem.
```

Conclusion

READMEs should not be an essay, but rather a brief overview of your program. If there is anything you want to tell the TAs (how your program works, what is involved), feel free to

include it. As programs get larger and more complicated, the more we need your help to understand what decisions you've made and why. TAs read these to help them understand what they are grading, so help them out!