COMPUTER SCIENCE
ASSESSMENT DESCRIPTION 2021/22

UNIVERSITY OF Hull

MODULE DETAILS:

Module Number:	600086	Trimester:	2
Module Title:	Parallel and Concurrent Programming		
Lecturer:	Warren Viant / Qingde Li		

COURSEWORK DETAILS:

Assessment Number:	1	of	1		
Title of Assessment:	Laboratory Book				
Format:	Program	Report	Demonstration		
Method of Working:	Individual				
Workload Guidance:	Typically, you should expect to spend between	100	and	125	hours on this assessment
Length of Submission:	This assessment should be **no** more than: *(over-length submissions **will be** penalised as per University policy)*	See below			

PUBLICATION:

Date of issue:	w/c 7th Feb 2022

SUBMISSION:

ONE copy of this assessment should be handed in via:	Canvas		If Other (state method)	
Time and date for submission:	**Time**	2pm	**Date**	See Below
If **multiple hand–ins** please provide details*:*	Simulations – 19 May Report – 19 May Demonstration – w/b 23 May			
Will submission be scanned via TurnitinUK?	No			

The assessment must be submitted **no later** than the time and date shown above, unless an extension has been authorised on a *Request for an Extension for an Assessment* form which is available from: http://www2.hull.ac.uk/student/registryservices/currentstudents/usefulforms.aspx

If submission is via TurnitinUK within Canvas staff must set resubmission as standard, allowing students to resubmit their work, though only the last assessment submitted will be marked and if submitted after the coursework deadline late penalties will be applied.

MARKING:

Marking will be by:	Student Name

ASSESSMENT:

The assessment is marked out of:	100	and is worth	100	% of the module marks
N.B If multiple hand-ins please indicate the marks and percentage apportioned to each stage above, i.e. Stage 1–50, Stage 2–50. It is these marks that will be presented to the exam board.				

ASSESSMENT STRATEGY AND LEARNING OUTCOMES:

The overall assessment strategy is designed to evaluate the student's achievement of the module learning outcomes, and is subdivided as follows:

08025

LO	Learning Outcome	Method of Assessment
1	Show evidence of a systematic and comprehensive understanding of concurrent and distributed architectures and implementation techniques.	Program, Report
2	Show evidence of a systematic and comprehensive understanding of software and hardware game development architectures. Critically evaluate, review and amend approaches used to design and implement game development architectures.	Program, Report
3	Identify, select and implement concurrent and distributed applications in C++. Critically evaluate, review and amend approaches used to improve these applications.	Program, Demonstration

Assessment Criteria	Contributes to Learning Outcome	Mark
See detailed mark scheme (in attached spreadsheet)	1,2,3	100

FEEDBACK

Feedback will be given via:	Verbal (via demonstration)	Feedback will be given via:	Mark Sheet
Exemption			
Feedback will be provided no later than 4 'teaching weeks' after the submission date.			

This assessment is set in the context of the learning outcomes for the module and does not by itself constitute a definitive specification of the assessment. If you are in any doubt as to the relationship between what you have been asked to do and the module content you should take this matter up with the member of staff who set the assessment as soon as possible.

You are advised to read the **NOTES** regarding late penalties, over-length assignments, academic misconduct and quality assurance in your student handbook, which is available on Canvas.

In particular, please be aware that:

- Up to and including 24 hours after the deadline, a penalty of 10%
- More than 24 hours and up to and including 7 days after the deadline; either a penalty of 10% or the mark awarded is reduced to the pass mark, **whichever results in the lower mark**
- More than 7 days after the deadline, a mark of zero is awarded.
- The over length penalty applies to your written report (which includes bullet points, and lists of text. It does not include contents page, graphs, data tables and appendices).Work beyond the specified length may not be marked.
- You are responsible for reading the University Code of Practice on Academic Misconduct. This govern all forms of illegitimate academic conduct which may be described as cheating, including plagiarism.

In case of any subsequent dispute, query, or appeal regarding your coursework, you are reminded that it is your responsibility to produce the assignment in question.

Laboratory book

A lab book is widely used in software development, as an “aide de memoire” for problems encountered and their solutions. It is considered good practice that future software developers regularly use their lab book, consequently it is at the core of the assessment strategy for this module.

You will continually update your lab book as you work through weekly lab exercises, capturing the questions, your solutions and reflecting on what you have learnt.

The final entry in the lab book will be a performance study and reflective report on the substantive final lab exercise that is expected to take approx. 60 hours to complete.

Furthermore, the lab book will provide a focus for individual feedback throughout the module.

Process

During each online laboratory session you will record useful information within your lab book, in a new chapter, as detailed below (Ref. Lab book structure).

After the lab session you will complete the chapter, including the all-important reflection.

During the next lab session you will be asked for your lab book. A nominal mark will be awarded for the last chapter, along with verbal feedback, plus the opportunity for you to ask any questions.

Lab book structure

The lab book will consist a number of chapters, one for each week (lab session). The following describes the structure of each chapter.

For each lab session:

- **Week number and worksheet title**
- **Date**

For each exercise, during the lab session:

- **Question number and title**
- **Question** - cut and paste from the canvas lab exercise
- **Solution** - cut and paste relevant code samples (not the whole solution!), from Visual Studio. Include commentary in support of the code samples.
  Hint: add the information necessary for you to understand the solution, if you were to open the lab book in 2-3 months.
- **Test data (dependent on the exercise)** - sample test data used for testing your code, if applicable.
- **Sample output (dependent on the exercise)** - sample output, cut and paste from the command line or as screen dumps, if applicable.

For each lab session

- **Reflection** - what did you learn from these exercises? How will your code improve as a result of what you have learnt? What new features of the language are you now able to successfully deploy?
- **Metadata (optional)** - what are the key language features/constructs explored in this worksheet. This can be a series of short phrases e.g. copy constructor. These provide a useful search term when later referring to your lab book.
- **Further information (optional)** - Is there anything that you do not understand, or would like explained in more detail?
  Hint: use these as prompts for personalised feedback during the labs

Marking

The lab book is continually assessed during formal online labs throughout the trimester. It is also formally submitted at the end of the module.

A summative assessment will ONLY take place during the FIRST lab immediately preceding the lab in which the worksheet was scheduled. This provides 1 week to complete the lab book for a lab session and to reflect on the learning.

You MUST have your completed lab book ready for review at the very start of the next lab. If your lab book is not ready when requested, you will miss the opportunity to receive a summative review. Whilst this might appear draconian, it is necessary both for equality purposes and to ensure that sufficient time is available to review all lab books in a single session.

Mark criteria	**Mark**
All exercises include the question, code samples, and reflection.	3
At least 50% of the exercises include the question, code samples, and reflection OR All exercises include the question and code samples, but no reflection	2
At least 50% of the exercises include code samples	1
None of the above OR Late submission (more than one week late)	0

Feedback

Verbal feedback on your lab book will be provided during summative assessment.

If you miss the summative assessment, then formative assessment of the lab book and feedback on the material can take place during subsequent labs.

If whilst completing your lab book you realize there is a specific point that you do not fully understand, then make a note of it in the “further information” section. The marker will then be aware of the issue and will be able to assist or will highlight this as an area to be covered in a future lecture.

Software

The choice of application to edit your lab book is left open. The only criteria, is that the lab book be easily readably during an online lab session and that it is submitted as a PDF at the end of the semester.

Suggested applications include: Microsoft Word, Google Docs, Microsoft OneNote, Evernote, etc.

Submission

The lab book is to be submitted at the end of the module (see Canvas site for deadline), as a pdf.

The code from the final lab exercise only will also be submitted (see Canvas site for deadline), as a zip file

A video of the final lab exercise only will also be submitted (see Canvas site for deadline)

Word limit

The word limit, not including test data or code, is 500 words per chapter (2000 for the final chapter).