

# How to use the Grader Platform

Grader = An Automated Grading System



Faculty of Science, Chiang Mai University  
คณะวิทยาศาสตร์ มหาวิทยาลัยเชียงใหม่

# Get your Grader Password

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- Scan QR code via your phone QR code scanner (NOT from CMU Mobile APP)



# Get you Grader Password

- Your Grader username is your student ID
- Your Grader password is here

22:50 5G

epg.science.cmu.ac.th

Examination Score  
Announcement System  
Faculty of Science Chiang Mai  
University

Welcome: (67 29)  
Logout

คลิกที่นี่ เพื่อแนะนำและประเมินการทำงานของระบบ

เลือกรายวิชา:  
เลือกรายวิชา

**Data Structures (204251) Section:  
701000**

Teacher : สิทธิโชค ทรัพย์ไพฑูรย์กิจ

No.	Name	Full Score	Your Score	Section Lowest Score
1	ทดสอบ	100	100.00	100.00

Message From Lecturer (204251)  
ทดสอบ123  
password

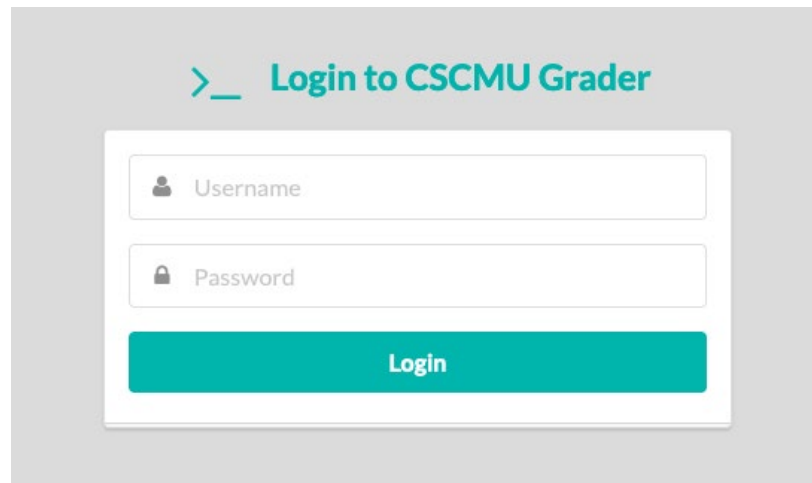
# Access The Grader Platform

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1. Open your preferred web browser (Google Chrome, Mozilla Firefox, Safari, etc.)
2. Type the following URL in the address bar and hit enter.

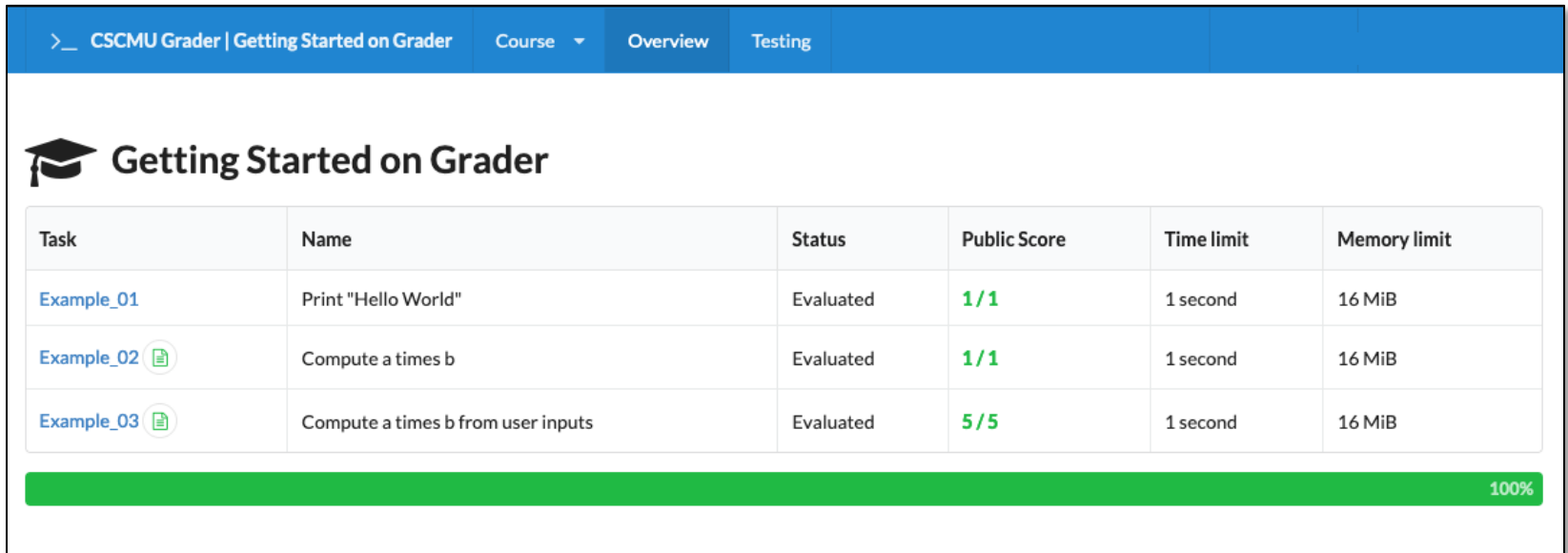
<https://grader101inter.cs.science.cmu.ac.th/>

3. You should see the login page



A screenshot of the login page for the CSCMU Grader platform. The page has a light gray background. At the top, there is a teal header with a right-pointing arrow and the text "Login to CSCMU Grader". Below the header is a white login form with a thin gray border. The form contains two input fields: the first is labeled "Username" with a user icon, and the second is labeled "Password" with a lock icon. Below these fields is a teal "Login" button.

# Login To Your Account

1. On the login page, enter your username and password given to you (if you don't receive or can't find one, contact your instructor)
2. Click the login button to access your account. You will then be redirected to the landing page upon successfully logging in



The screenshot shows the landing page of the CSCMU Grader system. At the top is a blue navigation bar with the text ">\_ CSCMU Grader | Getting Started on Grader" and tabs for "Course", "Overview", and "Testing". Below the navigation bar is a section titled "Getting Started on Grader" with a graduation cap icon. Under this title is a table with six columns: Task, Name, Status, Public Score, Time limit, and Memory limit. The table lists three tasks: Example\_01 (Print "Hello World"), Example\_02 (Compute a times b), and Example\_03 (Compute a times b from user inputs). All tasks are marked as "Evaluated" with a public score of 1/1 or 5/5. Below the table is a green progress bar showing 100% completion.

Task	Name	Status	Public Score	Time limit	Memory limit
<a href="#">Example_01</a>	Print "Hello World"	Evaluated	1/1	1 second	16 MiB
<a href="#">Example_02</a> 	Compute a times b	Evaluated	1/1	1 second	16 MiB
<a href="#">Example_03</a> 	Compute a times b from user inputs	Evaluated	5/5	1 second	16 MiB

100%

The landing page  
(yours may look different from this)

# Select An Assignment Module

1. Look for the “Course” menu in the navigation bar at the top of the page.
2. Hover your mouse over or click on the menu to view all available assignment modules.
3. Select the assignment module for which you want to see the list of assignments.


The screenshot shows the CSCMU Grader interface. At the top, there is a navigation bar with the text '>\_ CSCMU Grader | Getting Started on Grader' followed by three tabs: 'Course', 'Overview', and 'Testing'. The 'Course' tab is highlighted with a red box and labeled with a circled '1'. Below the navigation bar, there is a dropdown menu for 'COURSE' with the option 'Getting Started on Grader' selected, highlighted with a red box and labeled with a circled '2'. To the left of the dropdown, there is a red box labeled with a circled '3' containing the text 'The list of assignments for this particular module (in this screenshot, there are 3 assignments)'. To the right of the dropdown, there is a red box labeled with a circled '2' containing the text 'All available assignment modules will be shown here (in this screenshot there's only one)'. Below the dropdown, there is a table with three columns: 'Task', 'Name', and 'Status'. The table contains three rows of assignments, each with a blue link, a green document icon, and a status of 'Evaluated'.



Task	Name	Status
<a href="#">Example_01</a>	Print "Hello World"	Evaluated
<a href="#">Example_02</a>	Compute a times b	Evaluated
<a href="#">Example_03</a>	Compute a times b from user inputs	Evaluated

# Download Instructions and Starter Code


1. Most assignments will come with instructions (PDF) and/or starter code (.py).
2. Look for a green icon next to the assignment ID (in the “Task” column) and click on it.
3. The assignment’s instructions will be located in the “Statement” section, while the starter code will be located in the “Attachments” section.

>\_ CSCMU Grader | Getting Started on Grader

 **Getting Started on Grader**

Task	Name
<a href="#">Example_01</a>	Print "Hello World"
<a href="#">Example_02</a> 	Compute a times b
<a href="#">Example_03</a> 	Compute a times b from u




 **Compute a times b**  
Example\_02

**Task Details**

Type	Batch
Time limit	1 second
Memory limit	16 MiB


**Submission**

 [Submit your code](#)

**Statement**

No statement available

**Attachments**

EX02-skeleton.py  [Python script 63 B](#)

# Submit An Assignment

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1. To access the submission page, you can click the assignment ID on the list of assignments page.
2. Click “Browse” to select the file from your computer for submission.
3. Click the “Submit” button.
4. Once the grader has finished running, you should be able to see your grade for that assignment. (The grader may take some time to run your code.)

The screenshot shows the submission page for an assignment titled "Compute a times b" (Example\_02). The interface includes a code editor area with a "Browse..." button and a "Submit" button. Below the editor is a "Previous submissions" table. Red circles with numbers 2, 3, and 4 point to the "Browse..." button, the "Submit" button, and the "Score" column of the table, respectively. The "Score" column shows a score of 1/1.

**Compute a times b**  
Example\_02

Example\_02

Browse... EX02-skeleton.py

Submit

**Previous submissions**

Date and time	Status	Score	Files
2023-06-12 23:28:10	Evaluated <a href="#">Details</a>	1/1	<a href="#">Download</a>



# Basic Troubleshooting

- You can click on “Details” to view more information on your submission scores.

Previous submissions		
Date and time	Status	Score
2023-06-12 23:28:10	Evaluated	<a href="#">Details</a> 1/1



Submission details	
Outcome	Details
Correct	Output is correct

- You will see one of two outcomes: **Correct** or **Not Correct**.
- In the case of “**Not Correct**”, the “Details” column will provide one of two reasons:

1. **Output isn't correct.** This means that the Grader was able to run your code, but the code didn't produce the expected output.

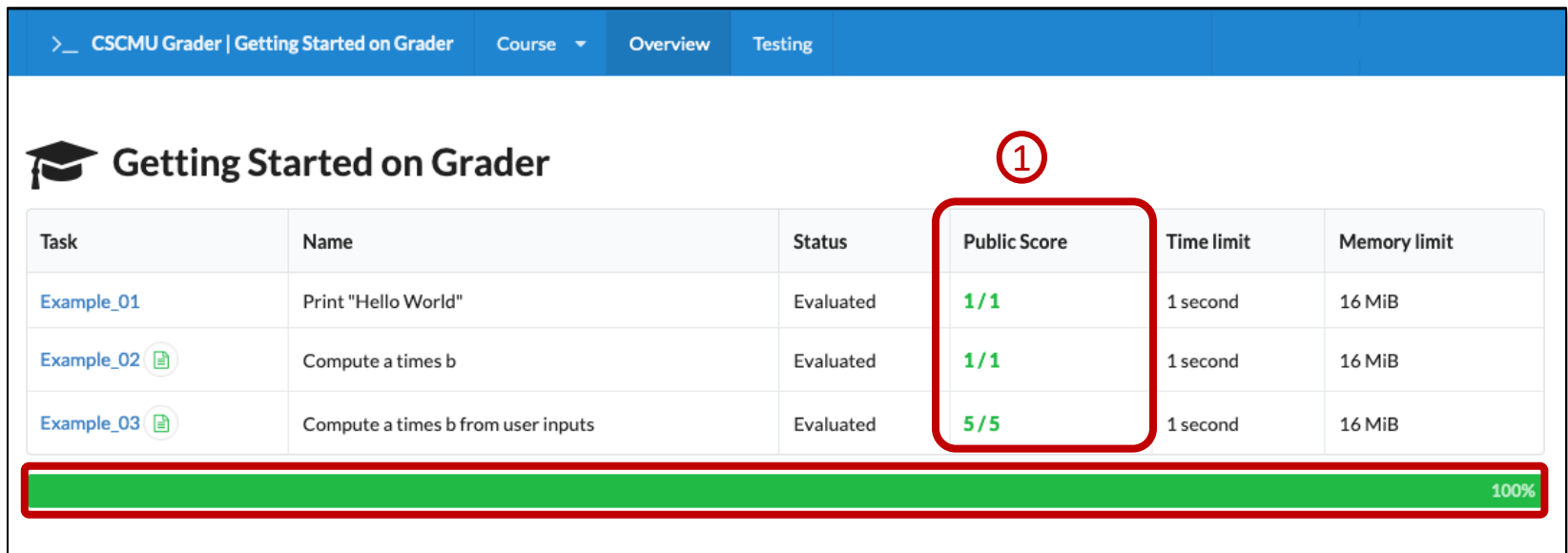
Outcome	Details
Not correct	Output isn't correct

2. **Execution failed because the return code was nonzero.** This means that your code cannot be executed due to an error.



Outcome	Details
Not correct	Execution failed because the return code was nonzero

# Review Grades

1. If you go to the page with all the assignments for the module you selected, you'll see a list of assignments you have completed, along with the scores for each of them.
2. The progress bar at the bottom of the table provides a visual aid to help you track your scores for the module.



The screenshot shows the 'Getting Started on Grader' page. At the top is a blue navigation bar with links: '>\_ CSCMU Grader | Getting Started on Grader', 'Course', 'Overview', and 'Testing'. Below the navigation bar is a header section with a graduation cap icon and the text 'Getting Started on Grader'. The main content is a table with the following columns: Task, Name, Status, Public Score, Time limit, and Memory limit. The table contains three rows of assignments, all marked as 'Evaluated'. The 'Public Score' column shows '1/1' for the first two tasks and '5/5' for the third. A red box labeled '1' highlights the 'Public Score' column. Below the table is a green progress bar labeled '100%', which is also highlighted by a red box labeled '2'.

Task	Name	Status	Public Score	Time limit	Memory limit
<a href="#">Example_01</a>	Print "Hello World"	Evaluated	1 / 1	1 second	16 MiB
<a href="#">Example_02</a> 	Compute a times b	Evaluated	1 / 1	1 second	16 MiB
<a href="#">Example_03</a> 	Compute a times b from user inputs	Evaluated	5 / 5	1 second	16 MiB

100%