How to use the Grader Platform

Grader = An Automated Grading System

COMPUTER SCIENCE
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Get your Grader Password

- 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
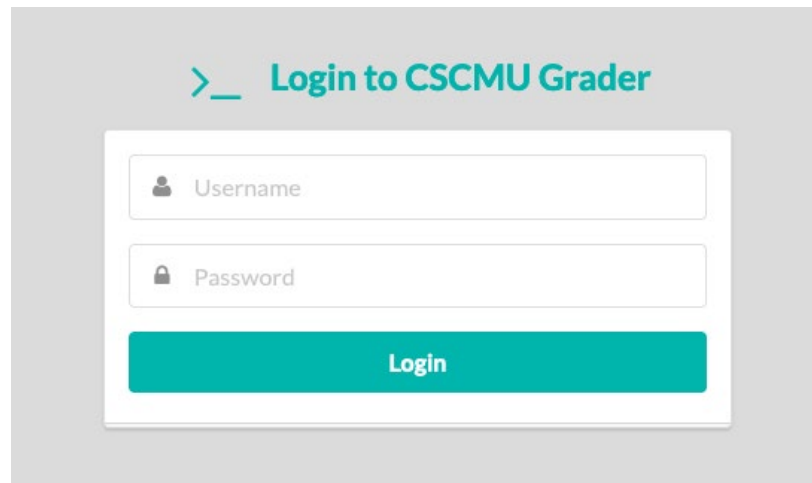
Access The Grader Platform

1. Open your preferred web browser (Google Chrome, Mozilla Firefox, Safari, etc.)

2. Type the following URL in the address bar and hit enter.

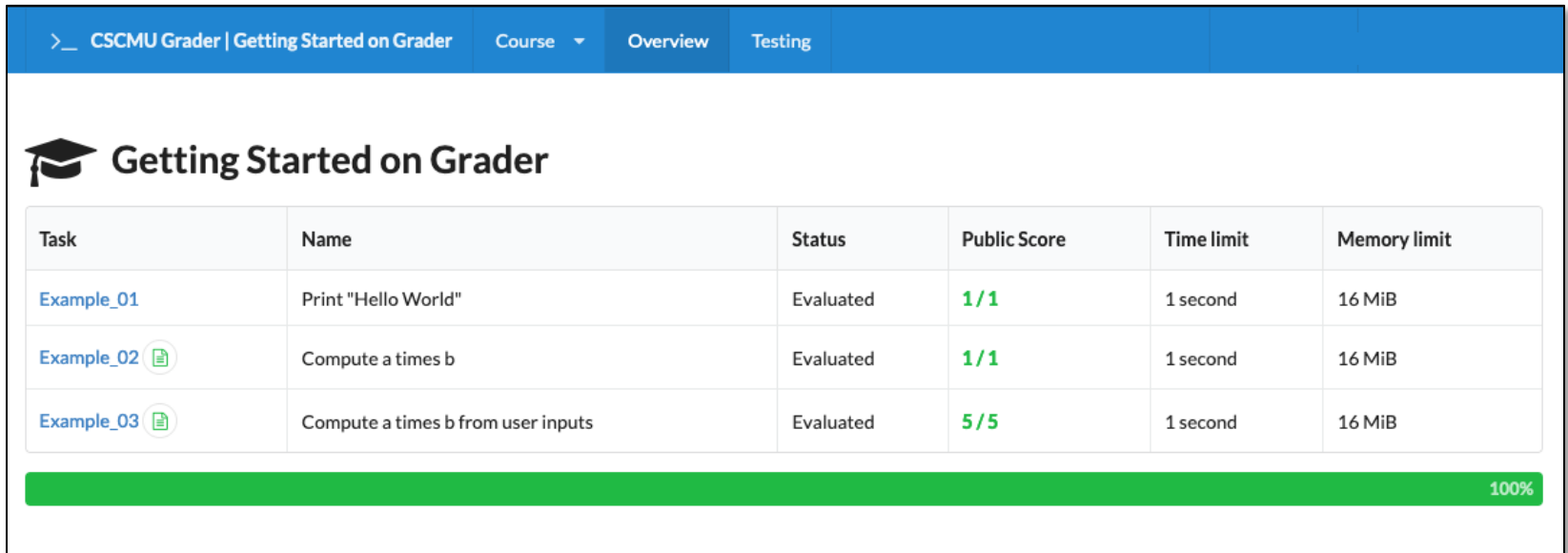https://grader101inter.cs.science.cmu.ac.th/

3. You should see the login page

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 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.

① The "Course" menu in the navbar

> CSCMU Grader | Getting Started on Grader   Course ▼   Overview   Testing

COURSE

Getting Started on Grader

② All available assignment modules will be shown here (in this screenshot there's only one)

③ The list of assignments for this particular module (in this screenshot, there are 3 assignments)

Getting Started on Grader

Task	Name	Status
Example_01	Print "Hello World"	Evaluated
Example_02	Compute a times b	Evaluated
Example_03	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.

Submit An Assignment

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.)

Basic Troubleshooting

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

- 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.
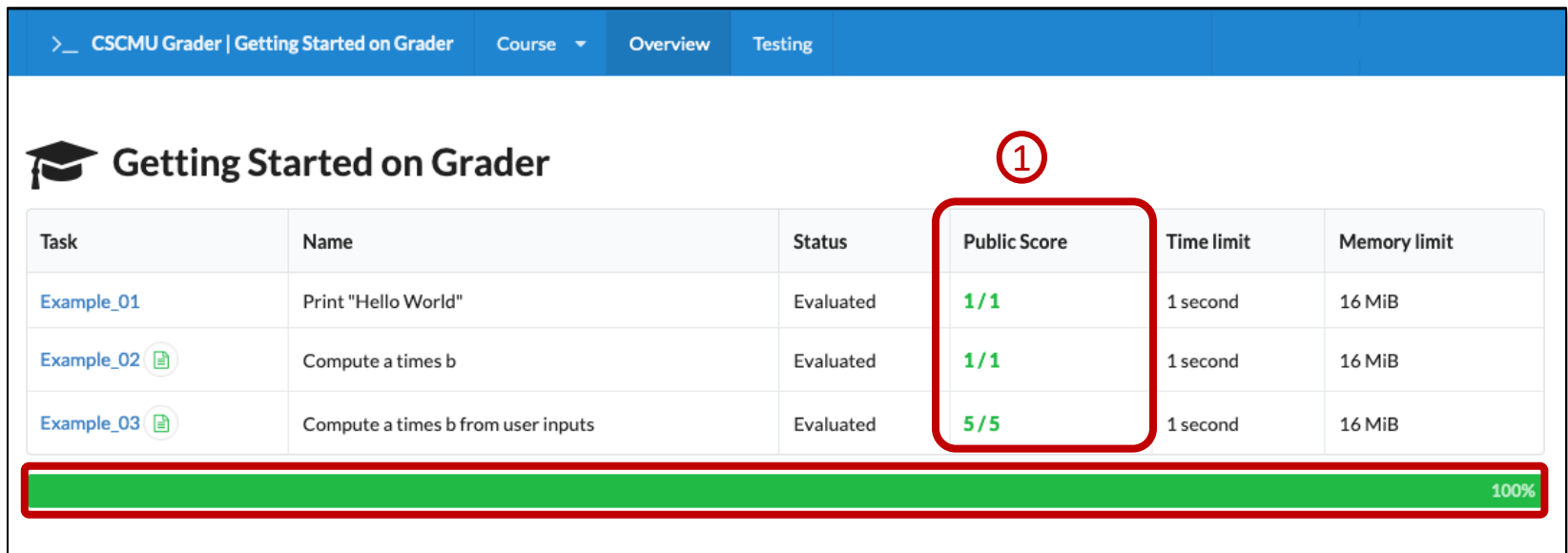

2. **Execution failed because the return code was nonzero**. This means that your code cannot be executed due to an error.

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.