Grading Program 3

CS344 – Benjamin Brewster

This document details how to grade Program 3.

How to Get Student Submissions and Upload the Grades

Once you have finished grading the assignment, upload the score to Canvas in this manner:

1) Go to Canvas in your web browser of choice.
2) Click on Assignments on the left menu.
3) Click on Program 3 – smallsh.
4) In the upper right corner, click on SpeedGrader.
5) Pick the name of the person you're grading, above. Note that you can use the left and right arrows, and the drop down list, to select between students.
6) Once you've chosen a person, check in the upper right that the LATEST version is selected. Read their comments below.
7) Download their zip file by clicking it in the list on the left. Follow the instructions below to assign a grade (in points).
8) In order to commit the grade to Canvas, come back to this assignment, and enter the point value in the Assessment field on the right, in the middle. Then:
    a. If the student lost points, record the reasons why in the Add a Comment Field.
    b. If the assignment was late by more than an hour past the due date, it will be marked as late. This is our policy from the Syllabus:

    "All assignments that are submitted late by less than 24 hours will have 10% deducted from their grade (e.g. an assignment submitted at 12:01pm, if it was due at 12:00pm, will be worth 90% of its graded value). Assignments submitted late equal to or more than 24 hours, but less than 48 hours, will have 25% deducted from their grade. Assignments may not be submitted late past 48 hours, and will be worth 0 points"

    Once you have generated the final points value, adjust it downwards, if necessary, according to the late percentages given above.

How to run the Grading Tests

Here is the process:

1) Read the Assignment as give on Canvas.
2) If the student's provided zip file does not include a file called readme.txt, the grade is 0. If this happens, ask the student to resubmit it with that file, letting them know there is a penalty of 8 points for missing it.

3) If the instructions in readme.txt do not successfully compile the program, the grade is 0. If this happens, ask the student to resubmit when it's functional.
4) Once it has compiled, run the following three commands in smallsh:

   a. `ls`
   b. `status` (must return a 0)
   c. exit

   If it doesn't correctly execute these three commands, the grade is zero. Inform the student, and let them know they need to resubmit.

5) If the program works up to here, run the testing script as follows from a bash prompt on eos-class.engr.oregonstate.edu:

   `p3testscript > mytestresults 2>&1`

6) Grade the program according to the criteria below.

Grading Criteria

There are a total of 160 points available for Program 3. My philosophy is that we should grade somewhat generously: give the student the benefit of the doubt, where possible.

To assign points, look at the results of the testing script: either the student returned the correct value, code, or numbers, or the student didn't. The correct result(s) are worth full points for that test, zero points otherwise. The test script will let you assign 150 points maximum.

Grade comments generously. I expect to see comments describing what and why is happening frequently. Fully commented code is worth 10 points.