P1 Programming Assessment Details

P1 - 20% of module

- Date Tuesday 8th November during regular lecture timeslot
- Duration 2 hrs total (adjustments for those entitled to extra time)
- Start Time 18:15 End Time: 20:15 + 15 mins to allow for submission issues
- Structure: 2 parts
- Part A CLOSED BOOK, Canvas quiz. 10 short questions, similar in format to weekly quiz. (50% of assessment)
- Part B must complete part A before can access B.
 Practical. Similar in format to Challenges. Code a solution to a given problem in the Eclipse IDE from scratch, then save and submit the code.
 (guidance will be provided on this submission process and a practice submission interface) (50% of assessment)

OPEN BOOK meaning:

- can use any materials on Canvas for the module (useful if needing to quickly double check some syntax etc)
 but
- No External Websites
- No access own notes
- No previously completed code (older projects should be closed and work in a new project)
- No other electronic devices

- Screen recording software should be used during the assessment to record the full duration of the assessment
 - Guidance on Setting up OBS has already been provided in Canvas
- Provides a backup to consult if something goes wrong
- Recording should be kept so can be checked if requested, but wont be submitted on the night
- A sample of people will be contacted to provide their recording
- Following the assessment, separate to the time limit, all students should screen record a short video with narration, 5 mins max as a walk through of their Part B submission. This short video will be submitted as part of the assessment requirements

Can complete from Home

• If students want to, they can complete from the CSB lab machines either on their own machines, or the lab computers (if planning to use the lab computers good to have been there before and made sure you are able to log in etc.

• If students are planning to come in to the labs for the assessment would appreciate if they could email me, just to let me judge expected numbers