Below is the list of submission requirements for programming assignments:

1. You must send your programming assignment file or files via email to minhthong.nguyen@csulb.edu.

2. You must email me from your CSULB.edu email account.

3. The subject line of the email should be in the following format:
First Name Last Name - Seminar Section number - Programming Assignment # - Attempt #.
e.g. John Doe - Section 01 - Programming Assignment 1 - Attempt 2
<u>NOTE</u>: You must follow this guideline otherwise, your work will not be graded.

4. Ensure your code doesn't have any reference to a package. In other words, at the top of your code, make sure the "package" keyword is either not used or commented out. Referencing a package will prevent the grader from grading your program.

5. Your submission must only contain java files. No other files should be submitted (e.g. folders, text files, zip files, etc.). Only file(s) with the .java, .py, or .cpp extension should be submitted. NOTE: - For .py, you can zip the file if your file is blocked and send the zip file to me
        - If you use C++, please include all the header files (.h) related to your .cpp files

6. Attach your programming assignment's java file to the email. If your programming assignment contains multiple .java files, attach all of them to the email.

7. **Do not zip your .java, .py, or .cpp file(s).**

8. Your main file's name should be called Main.java, Main.py, or Main.cpp

9. Your Main.java file's class name should be "Main".

10. Within your files, at the top as a comment, you must have your full name.

Failure to follow ANY of the above instructions will result in receiving a zero for the submission. Late Work Policy: No late work will be accepted.