# CS 6210

# **Advanced Operating Systems**

## **Generic Code Turn-In Policies for Projects**

#### How

Please create a "Makefile" for your sources. We will only check the assignments for which the "Makefile" exists and compiles everything. We will be following this for all the projects throughout the course. Run "make clean" before submitting the code.

Submit the code as a gzipped tarball (.tar.gz extension) along with your GT username (which you use to login into t-square). For example, name the tarball for as "cs6210-projectXXX-?????tar.gz" where ????? refers to your GT username and "XXX" is the project number and other identifiers (for example, prelab).

The file must be tar-ed then gzip-ed, and the file name must end in .tar.gz as stated above (and not .tar or .tgz or anything else). You can tar and gzip your submission in one step using the command:

tar czvf cs6210-projectXXX-?????.tar.gz [list of files/directories to compress]

If you want to verify the files included in your tarball, you may use the command:

tar tzvf cs6210-projectXXX-?????.tar.gz

Include all of the things specified below in the archive (source, README, writeup, etc.). Makefile must be in the root directory of the archive. If the Makefile does not exist in the root directory or we cannot use our grading tools to locate it you will automatically get a 0 (no exceptions). Due to the number of students in the class we must strictly enforce this for reasonable correction time and on-time grades.

### Please create your archive in the following structure:

### What

- The source code must include a Makefile.
- A **README** text file explaining the usage of the program, assumptions you made, etc. Everything that helps us in compiling and testing your application.
- A **web-page** or **pdf** file with a short report and results. If you choose the web-page option, provide the URL in your README.
- Be prepared to demo your program, if needed.

We are going to compile and run your programs from scratch - remember, they must run on the CoC machines. Specify the OS of the development machines where the project is known to build and work. If you have any special commands needed to compile your code then mention them in your README file (or put them in your **Makefile**).