

Instructions for all Assignments for Object-Oriented Programming and Software Workshop 1

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1 Introduction

These instructions apply to all submissions for this module and are strictly enforced. These are additional to the standard rules of the School and the University including but not limited to: no cheating, no plagiarising, no publishing your code on a public website, and no allowing others access to your code, even unintentionally such as lending another student your computer because theirs is faulty. 5

There are three main reasons why we have these rules. The first is to ensure fairness. The second is to make marking assignment practicable. The third is to give you experience at following the kind of instructions that you are likely to need for a job in Computer Science. 10

2 Enforced Use of IntelliJ

All work for this module must be done using IntelliJ Community Edition: no other edition and no other IDE or editor. This is not negotiable. You must submit IntelliJ projects for your assignments. It is important for your employability to demonstrate skill with an IDE. We have chosen IntelliJ for excellent reasons. Also for critical practical reasons because we do not have the time and resources to support other IDEs or editors. 15

3 Instructions for all Assignments

Spirit You should obey the spirit of these rules not just the letter. Just because we have not explicitly said you must not do something, does not mean you are allowed to do it. Generally assume something is not allowed unless explicitly allowed. 20

- IntelliJ** All assignments must be completed using **IntelliJ Community Edition**, no other edition and no other IDE or editor. This is not negotiable. The IntelliJ `.iml` project file must always be included as part of an assignment submission. 25
- Java OpenJDK 11** All your Java code must be for **OpenJDK version 11** — the minor version number does not matter. No other version of Java is acceptable, not even the Oracle commercial version. 30
- Source code** You must only submit the appropriate source code files (typically `.java`) and any extra files essential to the compilation or run-time operation of your program, such as data files.
- Copies** Your submission should include exactly one complete copy of your assignment. If your submission included multiple copies, then you will score zero even if those copies are identical. 35
- Submission format** Files must be submitted as a single 7zip `.7z` archive: no other format is acceptable.
- File names** Source code files must be named as specified in the particular assignment. Files with the wrong name will be treated as missing and the assignment will risk a score of zero. 40
- Case sensitivity** Your assignments are tested on an operating system that is case sensitive. Therefore if you use Windows you must ensure the spelling of filenames including their file extension is **identical**. If you reference a filename from your source code, that reference must match the filename exactly including in terms of upper- and lowercase. 45
- Method signatures** The name, parameters, and visibility (**public** or **private**) of methods, constructors, and classes specified in the assignment must not be changed.
- Packages** You must not use a package for your Java code unless specifically instructed otherwise, in which case you must use only the package exactly as it is specified. 50
- Sizes** The maximum size for the `.7z` archive is 1MB. The maximum size for the entire contents of the unpacked archive is also 1MB. The maximum size for any individual file is 100 kb. The maximum number of lines for a file of source code is 1000 lines. The maximum number of files in the archive is 50. Therefore you must remove any files pertaining to version control from the archive. 55
- Version Control files** You must remove all the files used by any version control system you are using (for example `git` or `Mercurial`). 60
- Info files** Do not include any `package-info.java` or `module-info.java` in your submission because these can impair compilation on another computer.

4 Automatic Zero Scores

A score of zero will automatically be given to submissions for any of the following reasons:

1. The submission does not compile for any reason, including but not limited to syntax errors; wrong names for files, classes or methods, including capitalisation of letters; and missing files or libraries. 65
2. The submission is missing files, classes, or method signatures (see note).
3. The submission includes multiple (partial) copies of the assignment even if they are identical. 70
4. Names of files, classes, and methods are not exactly correctly in terms of spelling and orthography (the use of upper and lowercase letters).
5. Any files your assignment is required to produce at run-time have the wrong name (including capitalisation) or are in the wrong place. 75
6. The submission exceeds any of the maximum allowed sizes from §3.
7. The submission includes files that you were specifically instructed not to include.
8. The submission is for the wrong assignment.
9. The submission includes multiple (partial) copies of your assignment. 80
We cannot know which one you intended us to mark therefore we will mark none of them.
10. The submission is not source code or contains pre-compiled code.
11. The submission needs an installer or package manager such as Maven or Gradle in order to run. 85
12. The submission is not a valid .7z archive.
13. The submission extends beyond the scope of the assignment, in other words it includes extra functionality not mandated by the assignment.
14. The submission has been shared in part or as a whole with other students or made public. 90
15. The submission uses someone else's library (commercial or not) to provide the functionality you are required to write yourself as part of the assignment.
16. The submission appears to have been purchased or written by someone else. 95

If your submission breaks any of items 14–16, then you can expect to be summoned to an Academic Integrity meeting, where you are assumed to be guilty unless you can prove yourself wholly innocent. Being found guilty of these charges is serious and as a minimum will result in a zero score for this assignment and as a maximum could result in your being expelled from the university. This also applies for allowing someone to copy your assignment in part or whole, even if you did not give them permission to copy it. 100

For the avoidance of doubt, you are allowed to discuss ideas and designs with other students but not share code. If you use a resource other than the

materials we provide in order to help you write even one bit of non-trivial code, then you must cite the source of that help. 105

Note Your submission must include all the files, classes, method signatures, and data required by the assignment. If you do not wish to attempt a particular part of the assignment, then your submission must still include stub code for that particular class or method so that it will compile. For example if the assignment requires creating a public class called `Part4` which has a method called `public void doSomethingDifficult(int data1, float data2)` that you do not wish to attempt, then you must still create the public class `Part4` with the method `doSomethingDifficult` (with that exact spelling and capitalisation) which compiles but does nothing. That `doSomethingDifficult` method must 110
comply with the required signature: it must be `public void` and it must have one `int` parameter first, followed by one `float` parameter second, and no other parameters. Swapping the order of the parameters is wrong. Submitted code must always compile otherwise it will automatically score zero. 115