

Lab Guidelines

**Language**

Unless otherwise noted on a lab or a project, the language for the class is always **C++**. This is both because C++ is an industry standard and because, unlike languages like Java, it allows direct memory management, such as pointer manipulation.

**Editors & Compilers**

You are free to use whatever editor and compiler you want for development and debugging. However, your code must compile on the lab computers through **g++**  on the **Linux machines in 1005B**. A sample makefile setup is provided on the lab page on the web site)

**Base Folder**

For every lab, you need to make a folder named *FirstnameLastname\_LabX*. So, for example, if your name is John Doe and you are making a folder for Lab 1, your folder would be called *JohnDoe\_Lab1*. You turn your lab in by putting all your source files in this folder, **zipping** it, and emailing it to the TA. This folder should contain only source files and possibly a *ReadMe.txt*: **no sub-folders** should be

created.

**ReadMe.txt**

If applicable, your lab should include a *ReadMe.txt*. This file does not need to be long. It should tell the TA:

* If applicable, any special **compiling instructions** (if those instructions are more complicated than “run the make file”)
* If applicable, any special **input instructions**. For example, if your program uses parameters from the command line, you must specify *what parameters* it takes and provide *an example call to the program*.