This is CS50

CS50's Introduction to Computer Science

OpenCourseWare

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Problem Set 1

Collaboration on problem sets is not permitted except to the extent that you may ask classmates and others for help so long as that help does not reduce to another doing your work for you, per the course's policy on **academic honesty**.

The staff conducts random audits of submissions to CS50x. Students found to be in violation of this policy will be removed from the course. Students who have already completed CS50x, if found to be in violation, will have their CS50 Certificate permanently revoked.

What to Do

Be sure you have completed **Lab 1** before beginning this problem set.

- 1. Log into code.cs50.io (https://code.cs50.io/) using your GitHub account.
- 2. Run update50 in your codespace's terminal window to ensure your codespace is up-to-date and, when prompted, click **Rebuild now**
- 3. Submit Hello
- 4. Submit one of:
 - this version of Mario if feeling less comfortable
 - this version of Mario if feeling more comfortable
- 5. Submit one of:
 - Cash if feeling less comfortable
 - Credit if feeling more comfortable

If you submit both versions of Mario, we'll record the higher of your two scores. If you submit both Cash and Credit, we'll record the higher of your two scores.

When to Do It

By Monday, January 1, 2024 at 7:59 AM GMT+8 (https://time.cs50.io/20231231T235900Z).

Advice

- Try out any of David's programs from class via Week 1's source code.
- See CS50's <u>style guide for C (https://cs50.readthedocs.io/style/c/)</u> for tips on how to improve your code's style.
- If you see any errors when compiling your code with make, focus first on fixing the very first error you see, scrolling up as needed. If unsure what it means, try asking help50 for help. For instance, if trying to compile hello, and

make hello

is yielding errors, try running

help50 make hello

instead!