Curtin University — Department of Computing

Programming Languages (COMP2007)

Semester 2, 2019

Assignment

Due: Friday 1 November, 2019

Weight: 20% of the unit mark.

This assignment will assess your ability to use the languages discussed in the unit, and also assess your understanding of the programming principles.

In doing so, you'll learn just a little bit of how to program in all of the languages!

While producing functional code is important, it is equally important to be able to deconstruct your programming experience and understand the influence the languages application to and deviation from the programming principles affect your work. As such, programming is only worth half the marks, the other is in your writing.

You will be marked out of 72 marks for this assignment

1 Your Task

During each tutorial this semester, you will receive a simple programming task for some number of the programming languages discussed that week. You will also be asked to reflect on some aspect of the programming process in writing. For each of these programming and reflection prompts, you need to do the following:

- Write the program as stated.
- Test the program, making sure to keep record of how you tested it.
- Write a short (between a paragraph and a page in length) reflection on how the language's application to or deviation from the programming principles affects the program(s) you have written. You must touch on how it affects readability, writeability, and reliability.
- Write a paragraph answering the question.

Each week's element will be worth 8 marks; 4 marks per programming task, and 4 marks per written task. This means, in general:

- Programs will be worth 2 marks.
- Tests will be worth 2 marks.
- The weekly question will be 2 marks.

- And your reflection will be worth 2 marks.

At the end of semester, prior to the due date, you will need to submit all of the work you have done as a single portfolio on Blackboard.

2 Submission

Submit your entire assignment electronically, via Blackboard, before the deadline.

Submit one .zip or .tar.gz file containing:

A declaration of originality – whether scanned or photographed or filled-in electronically, but in any case *complete*.

Your source code – each in the format befitting the language they are written in.

The portfolio – exactly one .pdf file containing your program code (formatted as best you can to aid readability), samples detailing how you tested them, the answers to the questions, and the reflections you have written.

You are responsible for ensuring that your submission is correct and not corrupted. You may make multiple submissions, but only your newest submission will be marked. The late submission policy (see the Unit Outline) will be strictly enforced.

3 Academic Misconduct – Plagiarism and Collusion

This is an assessable task, and as such there are strict rules. You must not ask for or accept help from *anyone* else on completing the tasks. You must not show your work to another student enrolled in this unit who might gain unfair advantage from it.

These things are considered **plagiarism** or **collusion**.

Staff can provide assistance in helping you understand the unit material in general, but nobody is allowed to help you solve the specific problems posed in this document. The purpose of the assignment is for *you* to solve them *on your own*.

Please see Curtin's Academic Integrity website for information on academic misconduct (which includes plagiarism and collusion).

The unit coordinator may require you to provide an oral justification of, or to answer questions about, any piece of written work submitted in this unit. Your response(s) may be referred to as evidence in an Academic Misconduct inquiry. In addition, your assignment submission may be analysed by Turnitin and/or other systems to detect plagiarism and/or collusion.

End of Assignment