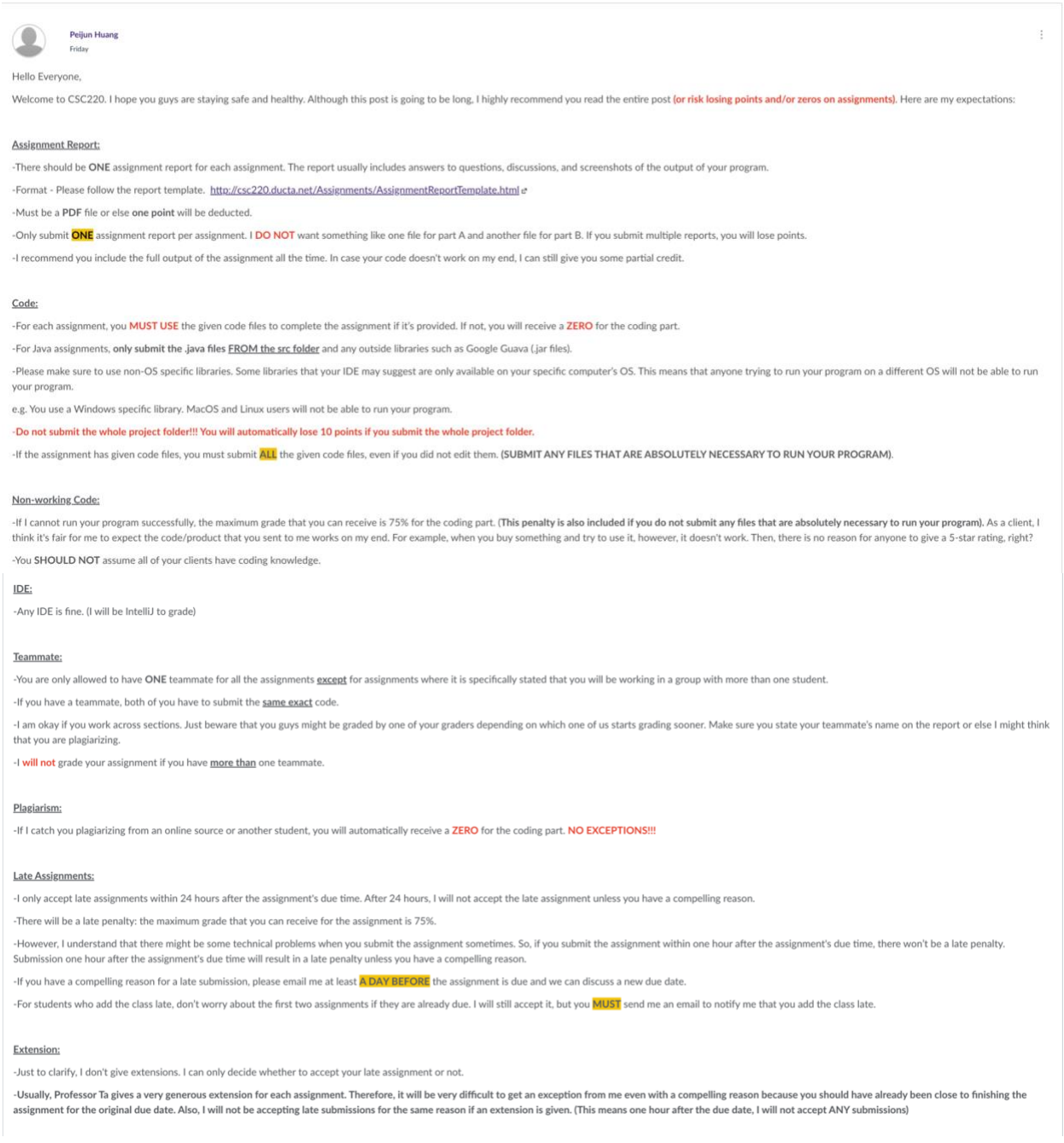
Course: CSC-220.02
Student: Mya Phyu, SFSU ID: 921759134
Assignment Number: 01
Assignment Due Date & Time: 08-28-2022 at 11:55 PM

Part A – Communication
1.
c. Question: Take a screenshot of your reply.

2.
Question: Emailing To answer A.2 questions, you may write:
YES. This is to confirm that
a. I will use your SFSU email address (@mail.sfsu.edu) when contacting my grader and my course instructor so that my emails will not be filtered.
b. When I contact my course instructor, I will start my email subject with this format: "CSC 220.02 RO" so that I will get an answer timely.
c. If I do not get an answer within 24 hours, I will check if I sent my email properly. And in either case, I will kindly resend my email message.

3.
a. Question: What is the URL of your grader's discussions on Canvas?
https://sfsu.instructure.com/courses/663/discussion_topics/72113
b. Question: What is your grader's full name?
PeiJun Huang
c. Question: What is your grader's SFSU email address? Please email your grader when you have questions.
phuang5@mail.sfsu.edu

d.
Question: Please take a screenshot of the grader's expectations and include the screenshot in this part. The grader posted the expectations in the grader's discussions on Canvas.



Peijun Huang
Friday

Hello Everyone,

Welcome to CSC220. I hope you guys are staying safe and healthy. Although this post is going to be long, I highly recommend you read the entire post **(or risk losing points and/or zeros on assignments)**. Here are my expectations:

Assignment Report:

-There should be **ONE** assignment report for each assignment. The report usually includes answers to questions, discussions, and screenshots of the output of your program.

-Format - Please follow the report template. http://csc220.ducta.net/Assignments/AssignmentReportTemplate.html

-Must be a **PDF** file or else **one point** will be deducted.

-Only submit **ONE** assignment report per assignment. I **DO NOT** want something like one file for part A and another file for part B. If you submit multiple reports, you will lose points.

-I recommend you include the full output of the assignment all the time. In case your code doesn't work on my end, I can still give you some partial credit.

Code:

-For each assignment, you **MUST USE** the given code files to complete the assignment if it's provided. If not, you will receive a **ZERO** for the coding part.

-For Java assignments, **only submit the .java files FROM the src folder** and any outside libraries such as Google Guava (.jar files).

-Please make sure to use non-OS specific libraries. Some libraries that your IDE may suggest are only available on your specific computer's OS. This means that anyone trying to run your program on a different OS will not be able to run your program.

e.g. You use a Windows specific library. MacOS and Linux users will not be able to run your program.

-Do not submit the whole project folder!!! You will automatically lose 10 points if you submit the whole project folder.

-If the assignment has given code files, you must submit **ALL** the given code files, even if you did not edit them. **(SUBMIT ANY FILES THAT ARE ABSOLUTELY NECESSARY TO RUN YOUR PROGRAM)**.

Non-working Code:

-If I cannot run your program successfully, the maximum grade that you can receive is 75% for the coding part. **(This penalty is also included if you do not submit any files that are absolutely necessary to run your program).** As a client, I think it's fair for me to expect the code/product that you sent to me works on my end. For example, when you buy something and try to use it, however, it doesn't work. Then, there is no reason for anyone to give a 5-star rating, right?

-You **SHOULD NOT** assume all of your clients have coding knowledge.

IDE:

-Any IDE is fine. (I will be IntelliJ to grade)

Teammate:

-You are only allowed to have **ONE** teammate for all the assignments **except** for assignments where it is specifically stated that you will be working in a group with more than one student.

-If you have a teammate, both of you have to submit the **same exact** code.

-I am okay if you work across sections. Just beware that you guys might be graded by one of your graders depending on which one of us starts grading sooner. Make sure you state your teammate's name on the report or else I might think that you are plagiarizing.

-I **will not** grade your assignment if you have **more than** one teammate.

Plagiarism:

-If I catch you plagiarizing from an online source or another student, you will automatically receive a **ZERO** for the coding part. **NO EXCEPTIONS!!!**

Late Assignments:

-I only accept late assignments within 24 hours after the assignment's due time. After 24 hours, I will not accept the late assignment unless you have a compelling reason.

-There will be a late penalty: the maximum grade that you can receive for the assignment is 75%.

-However, I understand that there might be some technical problems when you submit the assignment sometimes. So, if you submit the assignment within one hour after the assignment's due time, there won't be a late penalty. Submission one hour after the assignment's due time will result in a late penalty unless you have a compelling reason.

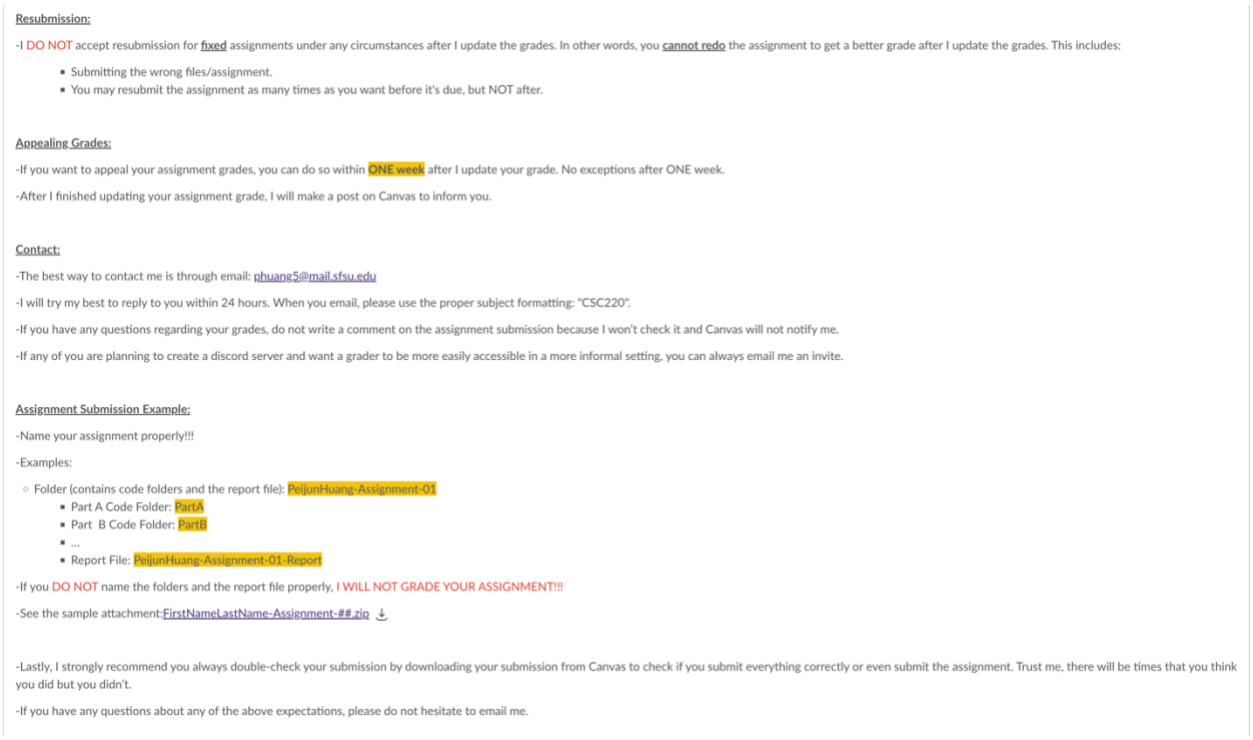
-If you have a compelling reason for a late submission, please email me at least **A DAY BEFORE** the assignment is due and we can discuss a new due date.

-For students who add the class late, don't worry about the first two assignments if they are already due. I will still accept it, but you **MUST** send me an email to notify me that you add the class late.

Extension:

-Just to clarify, I don't give extensions. I can only decide whether to accept your late assignment or not.

-Usually, Professor Ta gives a very generous extension for each assignment. Therefore, it will be very difficult to get an exception from me even with a compelling reason because you should have already been close to finishing the assignment for the original due date. Also, I will not be accepting late submissions for the same reason if an extension is given. (This means one hour after the due date, I will not accept ANY submissions)



Resubmission:

-I DO NOT accept resubmission for **fixed** assignments under any circumstances after I update the grades. In other words, you **cannot redo** the assignment to get a better grade after I update the grades. This includes:

- Submitting the wrong files/assignment.
- You may resubmit the assignment as many times as you want before it's due, but NOT after.

Appealing Grades:

-If you want to appeal your assignment grades, you can do so within ONE week after I update your grade. No exceptions after ONE week.

-After I finished updating your assignment grade, I will make a post on Canvas to inform you.

Contact:

-The best way to contact me is through email: phuang5@mail.sfsu.edu

-I will try my best to reply to you within 24 hours. When you email, please use the proper subject formatting: "CSC220".

-If you have any questions regarding your grades, do not write a comment on the assignment submission because I won't check it and Canvas will not notify me.

-If any of you are planning to create a discord server and want a grader to be more easily accessible in a more informal setting, you can always email me an invite.

Assignment Submission Example:

-Name your assignment properly!!!

-Examples:

- Folder (contains code folders and the report file): PeijunHuang-Assignment-01
  - Part A Code Folder: PartA
  - Part B Code Folder: PartB
  - ...
  - Report File: PeijunHuang-Assignment-01-Report

-If you DO NOT name the folders and the report file properly, I WILL NOT GRADE YOUR ASSIGNMENT!!!

-See the sample attachment:FirstNameLastName-Assignment-##.zip

-Lastly, I strongly recommend you always double-check your submission by downloading your submission from Canvas to check if you submit everything correctly or even submit the assignment. Trust me, there will be times that you think you did but you didn't.

-If you have any questions about any of the above expectations, please do not hesitate to email me.

4. Question: Guidelines for All Assignment, Assignment Report Template, and all future guidelines

YES. This is to confirm that I have carefully read, understood, and agreed to the Guidelines for ALL Assignments above and the Assignment Report Template. I will also carefully read, understood, and agree to any additional guidelines which the instructor and the grader(s) will provide. I will strictly follow all the instructions.

5. Question: Course Policy on Student Conduct and Academic Honesty

YES. This is to confirm that I have carefully read, understood, and agreed to the Course Policy on Student Conduct and Academic Honesty which was distributed to me with the course syllabus and whose digital copy was shared with me on the File Manager. I am acutely aware that the policy includes, but is not limited to, the San Francisco State University's Code of Student Conduct (at https://conduct.sfsu.edu/standards), the Computer Science Department's Student Policies (at https://cs.sfsu.edu/student-policies), and the Honor Code of this course (at http://csc220.ducta.net/00-README-StudentConduct_AcademicHonesty.pdf). I will strictly follow all the rules.

6.
b. Question: Locate file “2021Suumer-CSC220-AdvisingForCSC220.html” and read through it. Include a screenshot of this page in your assignment report.

Advising for CSC220 Students (Spring 2018, updated Fall 2022):

By Dr. William Hsu, *Department Chair, Computer Science Department*
and Jennifer Schwartz, *Office Manager, Computer Science Department*

1. CSC220 students should check our prerequisite flowchart for progress through the major: http://cs.sfsu.edu/undergrad/under-prereq.html
2. It's a good idea to take 220 and 230, and also Math 227, concurrently. Then they can progress on to CSC 340 next semester.
3. The longest dependent chain of CS courses is 210-220-340-413-600. A student should try to complete one course in the chain every semester.
4. A full-time course load is 12-18 units. This means 40 hours of course work per week, including programming assignments, studying, reading etc. If a student has a part-time job, s/he should scale back the course load accordingly. For example, a student who is working 20 hours per week should ideally take no more than 9 units that semester.
5. In each semester, a student should take a mix of CS major courses and GE courses. CS major courses will take more time and effort; it's important not to fill up one's schedule with just CS major courses. For example, a typical schedule for a student in 220 would be CSC 220 (3 units), CSC 230 (3 units), Math 227 (4 units), and a GE course or two (3-6 units).
6. Based on (5), students should not take all their GEs first! They should save some GEs, to space out their CS major courses every semester.

- Please also watch our welcome video: https://www.youtube.com/watch?v=QWXu_jqkxt8

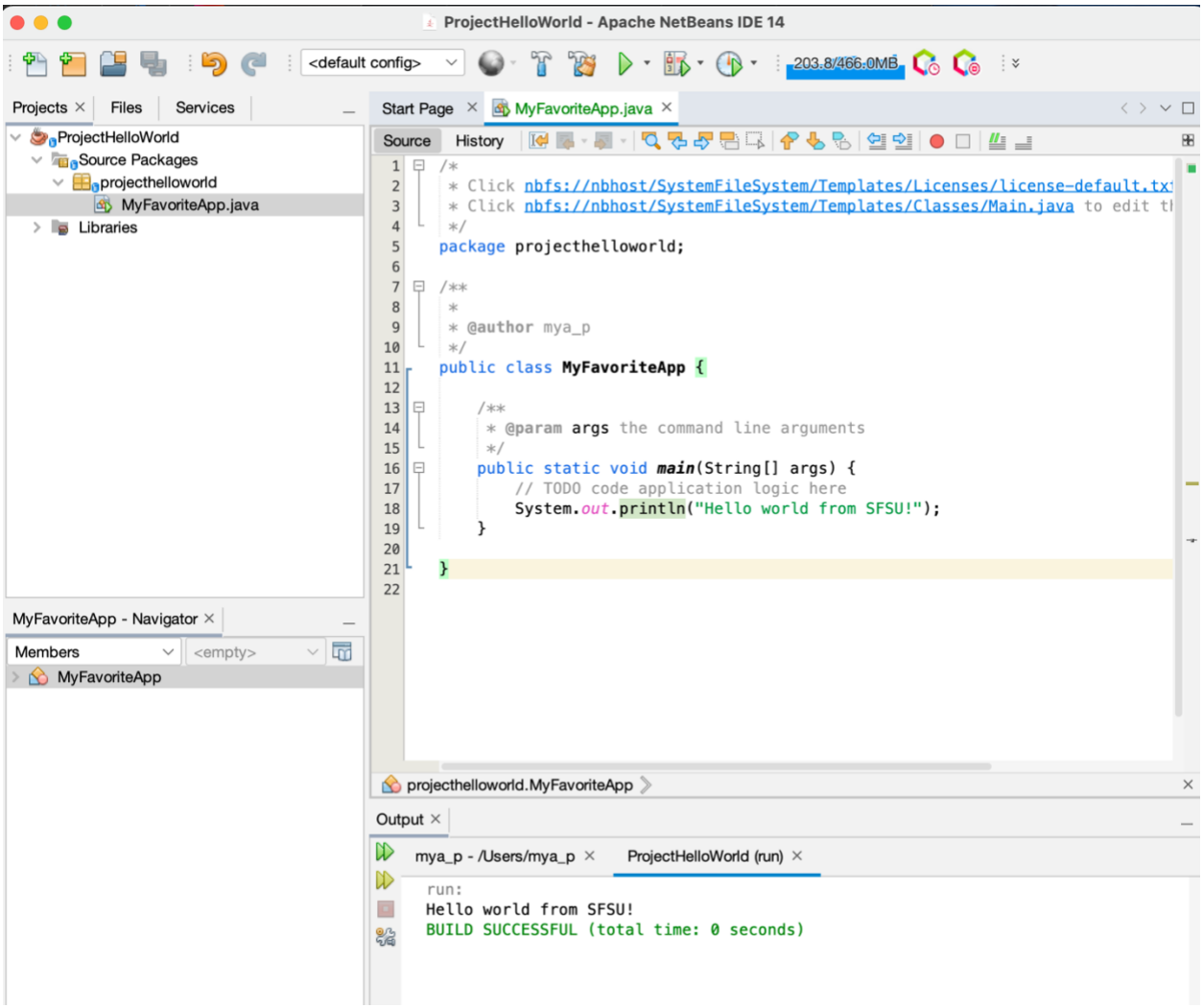
For more information: https://cs.sfsu.edu/undergrad/undergrad-prereq-chart

c.
Question: Locate directory “CSC220/StrongFoundationCSC210” and browse through it. Include a screenshot of this directory in your assignment report.

CSC220/StrongFoundationCSC210:

IDX	FILE NAME	TYPE	SIZE	LAST MODIFIED	PERMS
1	00-README.txt	File	0.00 MB	01:05 08-17-22	604
2	2019Fall-CSC210-SYLLABUS.pdf	File	0.28 MB	01:05 08-17-22	604
3	2019Fall-CSdept-AddendumToCourseSyllabi.pdf	File	0.05 MB	01:05 08-17-22	604
4	2019Fall-CSdept-CSC210Desc.pdf	File	0.10 MB	01:05 08-17-22	604
5	2019Fall-Calendars_Academic.html	File	0.00 MB	01:05 08-17-22	604
6	2019Fall-Calendars_Final_Examination.html	File	0.00 MB	01:05 08-17-22	604
7	2019Fall-RecommendedServices.html	File	0.00 MB	01:05 08-17-22	604
8	Assignments/	DIR	0.00 MB	01:05 08-17-22	705
9	ChapterSlides/	DIR	0.00 MB	01:05 08-17-22	705
10	WEEK--PKG-List.txt	File	0.00 MB	01:04 08-17-22	604
11	WEEK-01/	DIR	0.00 MB	01:04 08-17-22	705
12	WEEK-02/	DIR	0.00 MB	01:03 08-17-22	705
13	WEEK-03/	DIR	0.00 MB	01:02 08-17-22	705
14	WEEK-04/	DIR	0.00 MB	01:01 08-17-22	705
15	WEEK-05/	DIR	0.00 MB	01:01 08-17-22	705
16	WEEK-06/	DIR	0.00 MB	01:01 08-17-22	705
17	WEEK-07/	DIR	0.00 MB	01:00 08-17-22	705
18	WEEK-08/	DIR	0.00 MB	00:59 08-17-22	705
19	WEEK-09/	DIR	0.00 MB	00:57 08-17-22	705
20	WEEK-10/	DIR	0.00 MB	00:56 08-17-22	705
21	WEEK-11/	DIR	0.00 MB	00:55 08-17-22	705
22	WEEK-12/	DIR	0.00 MB	00:54 08-17-22	705
23	WEEK-13/	DIR	0.00 MB	00:54 08-17-22	705
24	WEEK-14/	DIR	0.00 MB	00:53 08-17-22	705
25	WEEK-15/	DIR	0.00 MB	00:53 08-17-22	705
26	WEEK-16/	DIR	0.00 MB	00:52 08-17-22	705
27	WEEK-17/	DIR	0.00 MB	00:51 08-17-22	705

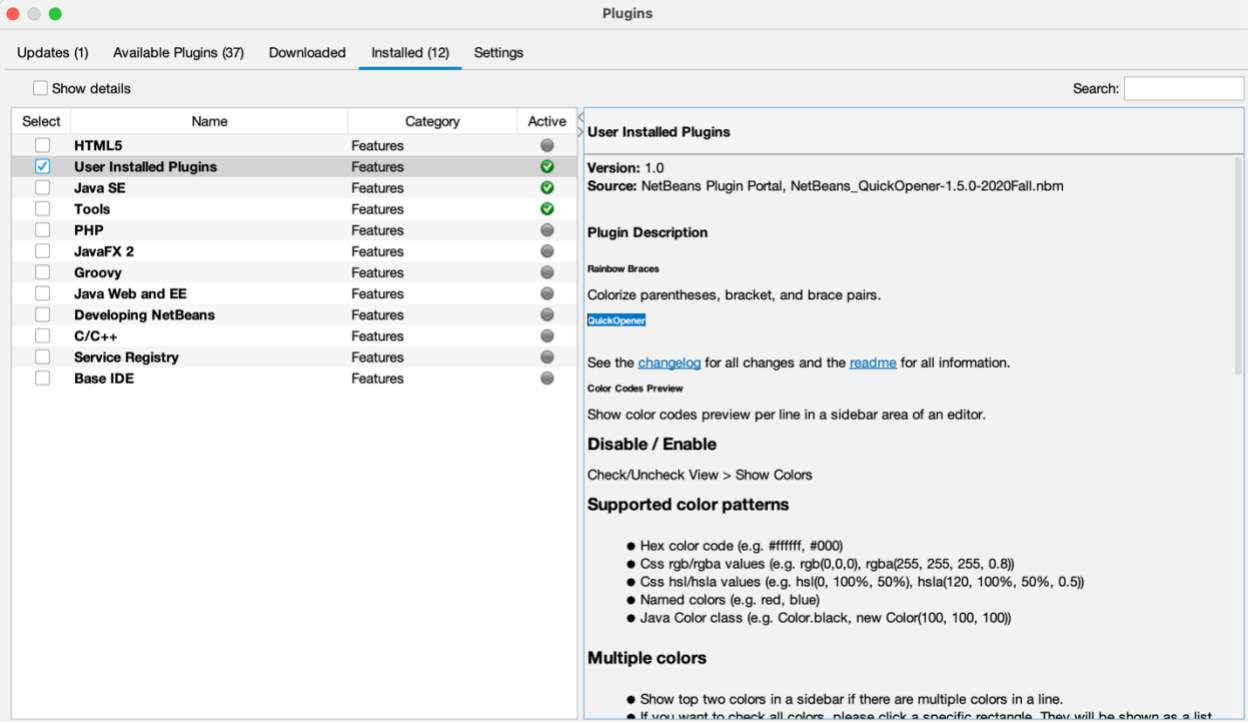
Part B – NetBeans IDE Installation



I would have more advanced codes.

Part C- NetBeans Plugins and Shortcuts

1. Install 3 NetBeans Plugins –
    a. In your NetBeans, take screenshot(s) of the window Tools/Plugins/Installed to show the 3 plugins you installed.



b. Question: In 4 sentences or more, discuss the 2 plugins you chose.

2 plugins I chose to install beside QuickOpener are Rainbow Braces and Color Codes Preview. It might be easy to find start and end braces but when projects grow and include hundreds of lines of codes, it would be hard to find braces. Rainbow braces is a must for coders to save time because it shows where the braces start and end by having different colors.
Installing color codes preview is like installing CSS colors in NetBeans. You don't have to go to google and search for color picker. It has a functionality to autogenerate color for a coder.

2. Netbeans-Shortcuts-80.pdf
   Question: In 3 sentences or more, describe your favorite shortcut(s).

   My favorite shortcuts are shift Right/Up/Down/Left which allow to select any keyword instantly, Ctrl-Shift-Up/D which copy lines up/down and cmd / which allow us to comment our codes easily.

3.

Part D- Class Design Guidelines

Question: The WEEK-01 lectures introduce Y. Daniel Liang's Class Design Guidelines, in 1 page or more, discuss in-depth 1 of the guidelines. You can use code to demonstrate your points. The code should not be more than one-third of your writing.

Encapsulation
A class should have private modifiers since we have private modifiers, getters and setters are necessary so that we can access our attributes from another class.

There would have questions…. Why do we need to have private our class attributes. Imagine that we are growing our projects and working with other software developers on the same project. Having private class attributes and getters and setters method which allows their method to use from other class method makes our codes more organized.

Consistency

Consistency is key in any programming language. Following naming convention such as class name should start with capital letter and indentation makes codes cleaner and more organized.