

CS 249: Core Assignment Rules

Programming Assignments

- ALL code files should be in the package **edu.yourname.assignXX**, where:
 - o *yourname* is replaced with your SITNet ID *in lowercase letters*
 - o XX is replaced with the zero-padded assignment number (01, 02, etc.)
- Prompts and printouts match **EXACTLY** to the specification
 - o This includes capitalization, punctuation, spaces, and newlines!
- Your java files/class names/ method names **MUST** match the spelling/capitalization **EXACTLY!**
- ALL data in your class should be **PRIVATE** or at least **PROTECTED!**
- Unless otherwise stated, **NONE** of the class data in the assignments should be static! All class data is **INSTANCE** data!
- Except for replacing my SITNET ID with your own, **do NOT modify**:
 - o The test programs
 - o Any **complete** programs I provide

Starting a New Assignment

For each new assignment, you must do the following procedures:

- **Switch to the "main" branch**
 - o "Git" → "Branches" → click on "main" → "Checkout"
- **Fetch any changes from remotes**
 - o "Git" → "Fetch"
- **Make sure any local changes are committed and pushed**
- **Merge changes from "upstream/main" (i.e., the main branch on my repository)**
 - o "Git" → "Merge" → select "upstream/main"
- **Create a new branch for this assignment**
 - o "Git" → "Branches" → "New Branch..."
 - o Use name "assignXX", where XX is the zero-padded assignment number (01, 02, etc.)
 - o Make sure "Checkout branch" is selected
- **Publish your new branch**
 - o "Git" → "Push"
- **Under the appropriate subproject "assignXX":**
 - o **Create package folders for main code**
 - Right-click on assignXX/src/main/java folder → "New" → "Package"
 - Name should be: **edu.yourname.assignXX**

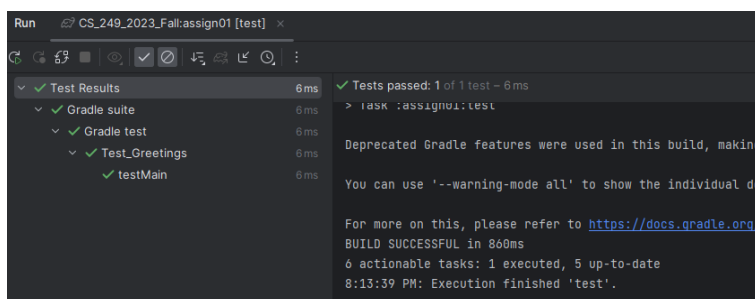
- **Create necessary Java files in this package folder**
 - Right-click on package folder → "New" → "Java Class"
- **Modify assignXX/src/main/java/module-info.java file**
 - Replace all references to "realemj" with *yourname*
- **Modify the test code in src/test/java**
 - Change the "realemj" part of package folder to yourname
 - Right-click on package folder → "Refactor" → "Rename..."
 - This should also change the package line in the testing files themselves
 - Do NOT change:
 - import edu.realemj.testing.*;
 - import edu.realemj.testing.GeneralTesting;
- **In build.gradle, change value of mainClass variable to refer to *yourname* instead of "realemj"**
- **Reload all Gradle projects**
- **Right-click on the verification:test task for the new assignment in the Gradle menu**
 - Select "Modify Run Configuration..."
 - Under "Modify Options", make sure "Run as test" is checked
 - Hit "Apply" and "OK"
- **Complete assignment code and make commits to this new branch**
 - "Git" → "Commit"
 - Feel free to push commits up to the repository as well: "Git" → "Push"

Testing Screenshot

In addition to the code submission, you **MUST** submit a screenshot of the test results.

- **You MUST run the test files and send a screenshot of the test results!**
 - Even if your program(s) do not pass all the tests, you **MUST** send this screenshot!
- This screenshot should show clearly what tests have passed (or not).
- **WARNING: If any code does not compile, tests will NOT run!**
- **Include the screenshot inside the subproject for the assignment!**

Here is an example of an acceptable test screenshot:



UML Diagrams

- For the UML diagrams, use UMLet: <https://www.umletino.com/>
- You **MUST** submit the diagram as a .png image file!
 - o Do not **ONLY** submit a UMLet .uxf file (although if that is included, that's fine)
- Make sure your methods have the **EXACT** names and parameters as described!
- You must use the **UML syntax defined in the slides!**
- Unless otherwise stated, submit everything as ONE diagram.
- Unless a method is overridden, you do NOT need to repeat a parent's method in a child class' diagram.
- **Include the UML diagram image inside the subproject for the assignment!**

Completing and Submitting an Assignment

Once you have finished development on your branch, do the following:

- **Commit and push any changes to your branch**
 - o "Git" → "Commit"
 - o "Git" → "Push"
- **Checkout the "main" branch**
 - o "Git" → "Branches" → click on "main" → "Checkout"
- **Merge your branch into the "main" branch**
 - o "Git" → "Merge" → select your branch for the assignment
- **Commit as necessary and push changes to remote repository**
 - o "Git" → "Push"

Be sure to do these steps BEFORE the assignment deadline!

Grading

Apart from the specific grading breakdown, I reserve the right to take points off for not meeting the specifications in the assignment description.

Every assignment will have a different grading breakdown. Do NOT assume it is always the same!

For the PROGRAMMING part, these penalties will be in place unless otherwise specified:

| Issue | Penalty (in %) |
|---|-----------------------|
| Code that does not compile | 60 |
| Using static class data where instance data is required | 20 |
| Non-private/non-protected class data | 10 |
| Printout/prompt format incorrect (including spaces and capitalization) | 5 |
| Files not in correct package | 5 |
| Submission code not merged with main branch (but exists in repository) | 5 |
| New branch not created or not used for assignment code development | 5 |
| Code files/classes/methods named incorrectly | 10 |
| Other stuff submitted (class files, etc.) BUT NO CODE SUBMITTED | 100 |
| Nothing submitted at all | 100 |

In general, these are things that will be penalized:

- **Code that does not compile**
- Poor abstraction and/or encapsulation
- Sloppy or poor coding style
- Bad coding design principles
- Code that crashes, does not run, or takes a VERY long time to complete
- Using code from ANY source other than the course materials
- Collaboration on code of ANY kind; this is an INDIVIDUAL PROJECT
- Sharing code with other people in this class or using code from this or any other related class
- Output that is incorrect
- Algorithms/implementations that are incorrect
- Submitting improper files
- Failing to submit ALL required files