Assignment 2 Guidelines

The Guidelines file provides important grading information for the indicated assignment.

For this assignment grades will be awarded for:

- 1 mark: Program 2A runs without error
- 2 marks: Program 2A produces outputs in exactly the same format as the Example Output
- 1 mark: Program 2A includes programmer name, ID and current date and includes appropriate comments
- 1 mark: Program 2A follows the style guidelines.
- 1 mark: Program 2B runs without error
- 2 marks: Program 2B produces outputs in exactly the same format as the Example Output
- 1 mark: Program 2B includes programmer name, ID and current date and includes appropriate comments
- 1 mark: Program 2B follows the style guidelines.

Important Assignment Guidelines

- You must use and submit the Assignment2.ipynb file provided. You may not change the name of the file provided.
- Answers must be written in the appropriate code cell in the Assignment2.ipynb file. A new file with the name Assignment2.ipynb will not be accepted.
- You must not change or bypass any code provided.
- You are encouraged to make a new notebook and experiment with python. However, your final submission must be in the provided Assignment2.ipynb file. If you are copying your solution into the file, run the code before submission to ensure it runs as expected. Your assignments will be marked for what is submitted.
- EVERY program cell must have a commented section with your name and ID number and must follow the style guidelines.
- Submissions after the due date will not be accepted.
- After submitting, verification is recommended. Download the file that you submitted on the computers in the lab (ECS 250) and test its execution using the Jupyter notebook installation on that computer.

  FYI: The computers in ECS 250 are considered the canonical (or correct) configuration for the CSC 110 course assignments. That means, if there is any difference between the execution of your assignment on the computers used by the markers and the ECS 250 computers, the execution on the ECS 250 computers will overrule.

Failure to follow the above guidelines will result in significant loss of marks including possibly zero marks being given for the assignment.

Program 2A: Example Outputs:

```
G P A   C A L C U L C A T O R

  Determines a student's letter grades and term GPA


Course Input:
  Units:1.5
  Grade (in percent)87
  Letter Grade =  A

Another Course? (y/n)y

Course Input:
  Units:1.5
  Grade (in percent)76
  Letter Grade =  B

Another Course? (y/n)y

Course Input:
  Units:1.5
  Grade (in percent)53
  Letter Grade =  D

Another Course? (y/n)y

Course Input:
  Units:1.5
  Grade (in percent)42
  Letter Grade =  F

Another Course? (y/n)y

Course Input:
  Units:1.5
  Grade (in percent)92
  Letter Grade =  A+

Another Course? (y/n)n
GPA =  4.6
```

Program 2A: Example Output showing Whitespace

Each space is replaced by ~ and each enter (on line end) is shown by ↵

```
G~P~A~~~C~A~L~C~U~L~C~A~T~O~R↵
↵
~~Determines~a~student's~letter~grades~and~term~GPA↵
↵
↵
Course~Input:↵
~~Units:1.5↵
~~Grade~(in~percent)87↵
~~Letter~Grade~=~~A↵
↵
Another~Course?~(y/n)y↵
↵
Course~Input:↵
~~Units:1.5↵
~~Grade~(in~percent)76↵
~~Letter~Grade~=~~B↵
↵
Another~Course?~(y/n)y↵
↵
Course~Input:↵
~~Units:1.5↵
~~Grade~(in~percent)53↵
~~Letter~Grade~=~~D↵
↵
Another~Course?~(y/n)y↵
↵
Course~Input:↵
~~Units:1.5↵
~~Grade~(in~percent)42↵
~~Letter~Grade~=~~F↵
↵
Another~Course?~(y/n)y↵
↵
Course~Input:↵
~~Units:1.5↵
~~Grade~(in~percent)92↵
~~Letter~Grade~=~~A+↵
↵
Another~Course?~(y/n)n↵
GPA~=~~4.6
```

Program 2B: Example Output:

```
S T A R   F I G U R E
Creates a scalable Star Figure

Input figure height ==>3

////////\\\\\\\\
////********\\\\
***************

Create another (y/n)? ==>y

Input figure height ==>6

//////////////////////\\\\\\\\\\\\\\\\\\\\\\
////////////////********\\\\\\\\\\\\\\\\\\
//////////**************\\\\\\\\\\\\
////////************************\\\\\\\\
////**********************************\\\\
************************************

Create another (y/n)? ==>n
```

Program 2B: Example Output showing Whitespace

Each space is replaced by ~ and each enter (on line end) is shown by ↵

```
S~T~A~R~~~F~I~G~U~R~E↵
Creates~a~scalable~Star~Figure↵
↵
Input~figure~height~==>3↵
↵
////////\\\\\\\\↵
////********\\\\↵
***************↵
↵
Create~another~(y/n)?~==>y↵
↵
Input~figure~height~==>6↵
↵
//////////////////////\\\\\\\\\\\\\\\\\\\\\\↵
////////////////********\\\\\\\\\\\\\\\\\\↵
//////////**************\\\\\\\\\\\\↵
////////************************\\\\\\\\↵
////**********************************\\\\↵
************************************↵
↵
Create~another~(y/n)?~==>n
```