

Introduction to the course project

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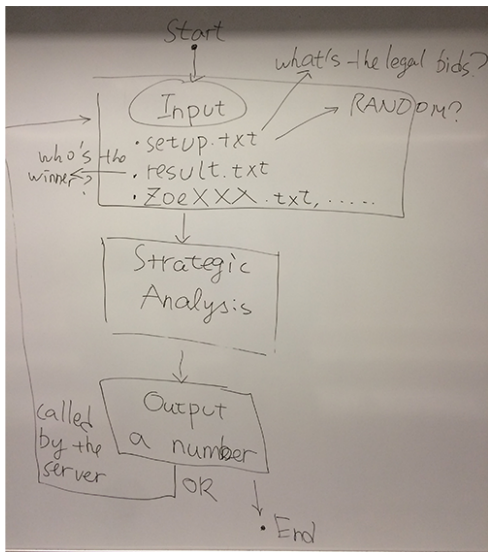
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March 11, 2015

Basic Info

- In this project, you need to write a program, or in other words, a bidding agent in an auction game.
- The programming language is of your choice, as long as your program does the right thing.
- Due time: 11:59pm on Sunday, **Apr. 19, 2015**.
- Submission: *The CASS system*
<https://course.cse.ust.hk/cass/submit.php>
- You are *highly encouraged* to test your program on any **CS Lab2 machines** before submission.

Flow chart



Submission

Submit it by making a zip archive “*your_ID.zip*”, which includes

- a **Linux executable** (has to work perfectly on CS Lab2 machines)
- the original **source code**
- a **report** describing the strategy or algorithm used

Your program will be graded according to **how it was written** and **how well it competed against other programs**.

How to remote access CS Lab2

- **Windows:** *SSH Secure Shell Client*

Host name: csl2wkXX.cse.ust.hk

(where XX can be any number between 00 to 40)

User name and password: your csd login

- **Mac OS X:** *Terminal*

Use command line `ssh username@hostname`

e.g. `ssh zxiang@csl2wk22.cse.ust.hk`

You will be then asked to input your password

Check out this slide from COMP3511 if you are not familiar with LINUX system.

www.cs.ust.hk/~zhaoyy/teach/lab1.ppt

By *Yiyang Zhao*

Demo

In class.