

CS2092 Programming Lab - Test 1

Instructions to Students:

1. As mentioned in the course plan each lab test carries 25 marks –15 marks for Design and 10 marks for Implementation.
2. Mark distribution (Maximum marks – 25)
 - a. Design – 12 marks
 - b. Implementation – 10 marks
 - c. Indentation - 1 mark
 - d. Naming conventions – 1 mark
 - e. Input –output specifications – 1 mark
3. We have 3 stages.
 - a. Problem Understanding - 10 minutes.
 - b. Design - 30 minutes.
 - c. Implementation - 30 minutes.
4. Problem Understanding

Make sure that you have understood the problem in all respects, mainly input and output specifications for all possible cases.
5. Design
 - a. The design should contain how the problem is solved.
 - b. Design should be written in C language or pseudocode.
 - c. Use meaningful names for variables, functions and arguments.
 - d. For each function there should be a comment just above the definition of the function. The comment should state what the function does, its input(s) and output(s).
 - e. Use proper indentation.
6. Implementation.
 - a. The program should be done in the exam server only using C language. The exam login id should be noted on the answer sheet. The passwords will be given by the administrators **only**.
 - b. The program file should be named in the format **ROLLNO_QuestionNo>.c** eg. B1500875_1.c
 - c. You are supposed to complete the implementation by 3.00 pm.
 - d. Once you have verified all the possible input cases (both the sample input cases given in the question and the additional test cases prepared by you), inform the evaluator immediately.
 - e. Evaluation would be purely on first-come-first-serve basis. You will get only maximum two chances to show your output to the evaluator. In the first chance, evaluator will check your programs output for all the test cases. In case of any error in one or more of your test cases, second chance will be given and **all the test cases** will be evaluated once again. Your priority in the wait queue will decrease in the second chance. To avoid delay, try to get it correct in the first chance.