

Grading Program 4

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This document details how to grade Program 4.

How to Get Student Submissions and Upload the Grades

Once you have finished grading the assignment, upload the score to Canvas in this manner:

- 1) Go to Canvas in your web browser of choice.
- 2) Click on Assignments on the left menu.
- 3) Click on Program 4 – OTP.
- 4) In the upper right corner, click on SpeedGrader.
- 5) Pick the name of the person you're grading, above. Note that you can use the left and right arrows, and the drop down list, to select between students.
- 6) Once you've chosen a person, check in the upper right that the LATEST version is selected. Read their comments below.
- 7) Download their zip file by clicking it in the list on the left, and place it on os1 (where all grading is done). Follow the instructions below to assign a grade (in points).
- 8) In order to commit the grade to Canvas, come back to this assignment, and enter the point value in the Assessment field on the right, in the middle. Then:
 - a. If the student lost points, record the reasons why in the Add a Comment Field.
 - b. If the assignment was late by more than an hour past the due date, it will be marked as late. Please review the Syllabus late policy.

Once you have generated the final points value, adjust it downwards, if necessary, according to the late percentages given above.

How to run the Grading Tests

Here is the process:

- 1) Read the Assignment as give on Canvas.
- 2) If the student's provided zip file does not include a compilation script called "compileall", the grade is 0. If this happens, ask the student to resubmit, letting them know there will be an 8 point penalty for missing the compilation script (once they get it to you, the submission date/time of the assignment is when the missing piece comes in). The submission should also include a copy of the grading script and all five plaintext files: if these are missing, just copy them in yourself. They aren't unique, I was just trying to have them submitted along with the student's code so you wouldn't have to go find them each time.
- 3) On os1, run the compilation script (you may need to execute "chmod +x compileall" first to prepare the script to run) as follows:

```
$ compileall
```

If the code doesn't compile, the grade is 0. If this happens, ask the student to resubmit when it's functional. There may be insufficient time for the student to resubmit the code, as the course is nearly finished.

- 4) Once it has compiled, run the testing script as follows:

```
$ p4gradingscript randomNumber1 randomNumber2 > mytestresults 2>&1
```

The two random numbers should be between 55000 and 65000. Pick two different numbers EACH TIME you run this grading script. If the script fails, run it again using different port numbers: these ports are sticky, and UNIX doesn't let go of them immediately after use. You may run afoul of students or other grading TAs using the same ports you do, so just try another set if you run into trouble.

- 5) Grade the program according to the criteria below.

Grading Criteria

There are a total of 160 points available for Program 4. My philosophy is that we should grade somewhat generously: give the student the benefit of the doubt, where possible.

To assign points, look at the results of the grading script: either the student returned the correct value, code, or numbers, or the student didn't. The correct result(s) are worth full points for that individual test, zero points otherwise. The test script will let you assign 150 points maximum.

Grade comments generously. I expect to see comments describing what and why is happening frequently. Fully commented code is worth 10 points.