Course Information and Overview

Software Installation

Section-Wide Items

Video Lectures

Homework 6 Instructions

✓ **Reading:** Explanation of "Lesson Choices"
5 min

📖 **Reading:** Homework 6 Instructions
3h

Homework 6 Peer Review

Community-Contributed Resources

Homework 6 (Ruby 2.0)

Homework 6 (Ruby 2.1)

Homework 6 (Ruby 2.2)

Homework 6 (Ruby 2.3)

Homework 6 Instructions

The assignment description is contained in this pdf file:

📄 **hw6.pdf**
PDF File

Also download these files (regardless of which version of Ruby you're using):

🔗 **hw6graphics**
RB File

🔗 **hw6provided**
RB File

🔗 **hw6assignment**
RB File

🔗 **hw6runner**
RB File

As the assignment explains, you will modify and submit only hw6assignment.rb.

Because the primary challenge in this assignment is reading, understanding, and extending a program in a new-to-you programming language, we are not provided any example tests. We also acknowledge that testing this sort of graphical program is difficult.

The remaining instructions are the same as in programming assignments for Part A and Part B:

As described in the Course Logistics/Policies, you can submit to the auto-grader at most once per day. This is to very strongly encourage you to treat the assignment as a single unit that you complete on your own and gain confidence in your answers before submitting for grading.

While we have set the passing threshold at 80%, we encourage you to complete the entire assignment and continue until it is correct.

Because peer assessment involves consulting a sample solution that you cannot see until passing the auto-grader, do not proceed to peer assessment until passing the auto-grader.

Mark as completed

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