

Software Development Homework

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Registration

- Register at <http://softdev.s3.eurecom.fr/registration.html>
 - One account per person
 - The system will give you a temporary password to login
- There is no way to recover your password so..
 - Don't forget your password!
- To register you need a registration token:
 - The token is:
 - It will be disabled in ten days so please register asap
- Once registered, you can ssh to the same machine (softdev.s3.eurecom.fr)



Please fill in the following information.

You can choose your own username and you will receive a temporary password to login into the system.

The system will ask you to select a new password at the first login.

First name: (this needs to be your real name)

Last name: (also this has to be real)

Email address: (if we need to contact you. The system will NOT send you any automated email)

Username: (this will appear in the public scoreboard, choose what you want)

Registration token: (it was given to you in the class)

Register

Homework

- You have 9 problems (challenges) to solve
 - The challenges are organized in three categories reflecting the three main topics we covered (or we will cover) in the course
 - At the beginning, only the easier problem in each category is open
 - When you submit the right solution to one of the challenges, you gain access to the next level in the same category
- All submissions are automatically tested
 - Testing a submission can take up to a couple of minutes
 - Submission are temporarily stored in a FIFO queue
 - If other student submissions are in front of you in the queue it is possible that you have to wait few minutes to know if your solution was correct

Important

Read the challenge descriptions very carefully

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When you think you understood everything very well...
... go back and read it again!

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Important

- The submissions are tested in an automatic way so..
 - Format the output in the proper way
(the challenge description usually contains an example)
 - Follow the instruction to submit the answer
(again, usually there is an example of how the submission will be tested)
 - Your submission have less than **1 minute** to get its job done before it gets killed

Automatic Testing

- Usually every homework is evaluated with two different test cases
 - The first one is the same reported as example in the challenge description
 - The second one is different, and usually a bit more complex
- The system tells you on which test your submission failed
 - If it is on the first one, please be sure the output of your solution is the one expected, as described in the example
 - If it is the second one.. then there was probably some corner case you did not take into account in your solution. Go back and read carefully the description

This is NOT an Hacking Class

- Don't try to crash the system
- If you notice that something is not working properly, DONT take advantage of it, but send me an email
- If your solution pass the tests but at the end I realize it is obviously a cheat, I will take away the points
- If something bad happens (and believe me, it will..)
 - An automatic repair routine should fix the problem and restore the database in less than an hour
 - Keep a copy of all the homework solutions in case something really bad happens (like a major disk crash)

Score

- The challenges give you ~ 40% of the final grade
 - You can pass the class also if you don't solve all the challenges
 - You just need 900 out of 3.000 points to be able to do the final exam
- It is not a race, but the system gives more points to the first three people that solve each challenge
 - For the final grade only the challenges that you solve count, not the points

Cheating

- Don't cheat !!!
- If I suspect that you cheated on one assignment, I take 5 points away
 - Same for who is copying and who is giving his solution away
- Things that are not acceptable (three top excuses so far):
 - Just “trying” someone else solution
 - Submitting the wrong solution “by mistake”
 - Helping someone else because it is “in your culture”