

Advanced Programming
Method
Computer Science (Info Eng)
GRADING & RULES

Course Grading

Laboratory activity grade is 35% of the final grade.

Seminar activity grade is 5% of the final grade

Final exam grade is 60% of the final grade

- Final Theoretical Exam (as a quizz) is **20% of the final grade.**
- Final Practical Exam (implementation of some extensions to your lab project) is **40% of the final grade.**

Laboratory Grading

Laboratory activity final grade is 35% of the final grade

- there will be 7 Lab Assignments
- each assignment will have a given **strict** deadline
- each assignment represents 5% of the laboratory activity final grade

Laboratory Rules

- **you must have the camera open during the laboratory**
- **You must be present and participate during the entire laboratory in order to consider it as an attendance. Just entering a meeting, without participation, is not considered as an attendance.**
- **You can change your subgroup for the lab only once at the first lab. You have to announce the lab teacher about this. After the first lab you cannot change your subgroup lab time.**

Laboratory Rules

- you have to present each lab assignment at its deadline
- your lab assignment have to be uploaded at an address given by your lab teacher
- for each lab assignment you will get a grade between 1 to 10
- the deadline for each lab assignment is clearly specified in the assignment text file
- if you delay an assignment 1 week you can get maximum 7 on that assignment
- if you delay an assignment more than 1 week you will automatically get the grade 0 for it and you cannot submit it anymore
- the final grade for the lab activity is the arithmetic average of the lab assignments grades

Laboratory Rules

- you will get the lab assignments at the course
- the lab assignments are discussed at the seminar
- you have to present the lab assignments to the lab professor at or before the given deadline
- all of you will get the same lab assignments
- you can discuss with your colleagues about the assignments but you are not allow to copy the implementation
- **My colleagues and I will be very strict with any attempt to copy the lab assignments**
- you have to implement all the assignments since the problems of the final practical exam are extensions of the lab assignments

Laboratory Rules

- the lab assignments mainly consist of a big project to implement an interpreter (virtual machine) of an imperative concurrent toy language
- at each lab assignment (almost each week) you will add the rules and the data structures required to execute one or more new instructions of the toy language
- the toy language interpreter will be implemented in Java
- a schedule of the lab assignments (periodically updated) can be found at [LabAssignmentsSchedule.pdf](#)

Seminar Grading

Seminar activity final grade is 5% of the final grade

- your seminar grade will be based on your answers, presentations, questions during the seminar

Seminar Rules

- **you must have the camera open during the seminar**
- **You must be present and participate during the entire seminar in order to consider it as an attendance. Just entering a meeting, without participation, is not considered as an attendance.**
- **You can change your subgroup for the seminar only once at the first seminar. You have to announce the seminar teacher about this. After the first seminar you cannot change your group seminar time slot.**

Seminar Rules

- at the seminar we discuss each lab assignments but also we discuss the lecture concepts

Rules to enter into the Final Exam (including the exam “restanta”)

The first condition to get into the final exam is to attend minimum 90% of the labs and minimum 70% of the seminars. That means you must attend minimum 10 seminars and minimum 12 laboratories. Please read the following document:

<http://www.cs.ubbcluj.ro/wp-content/uploads/Hotarare-CDI-15.03.2017.pdf>

- Holydays and 28 September are considered by default attended

The second condition to get into the final exam is to get minimum grade 5 at the lab activity.

Rules for the Students from previous years (“Restantieri”)

- the students must attend the labs and the seminars, must do the lab assignments, and must pass the final exam

Final Exam Rules

- the final practical exam:
 - you have to work on your Java implementations of your interpreter to add more functionalities
- the final theoretical exam:
 - a quizz with 4-5 simple problems
- **in order to pass the final exam you must have:**
 - at least 5 at the final theoretical exam and**
 - at least 5 at the final practical exam and**
 - the final grade must be at least 5**
- you can pass either both the final theoretical exam and the final practical exam or nothing

Rules for the second exam (“restanta”)

- the content and the structure are the same as those for the normal final exam (you have to work on your own java implementations of the toy language)
- **in order to pass the final second exam you must have:**
 - at least 5 at the final theoretical exam and**
 - at least 5 at the final practical exam and**
 - the final grade is 5**
- you can pass either both the second final theoretical exam and the second final practical exam or nothing

Rules for the Students from previous years (“Restantieri”)

- the students must attend the labs and the seminars, must do the lab assignments, and must pass the final exam