

## CSD 1233 – Assignment Submission Instructions

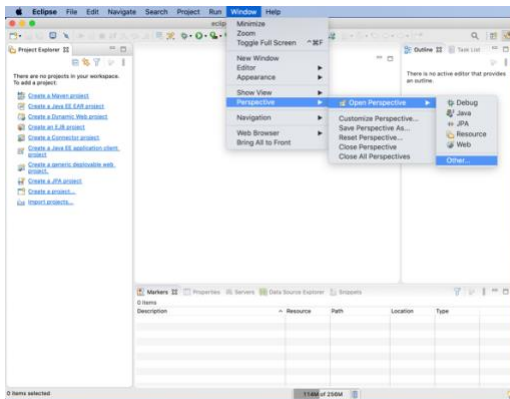
**NOTE:** This document assumes you have properly installed the Eclipse IDE for Enterprise Developers along with the PyDev plugin

### Instructions – Create a PyDev Project

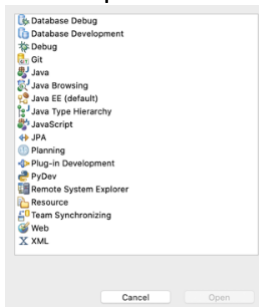
1. Start by opening the Eclipse IDE. You may see a screen similar to that below.



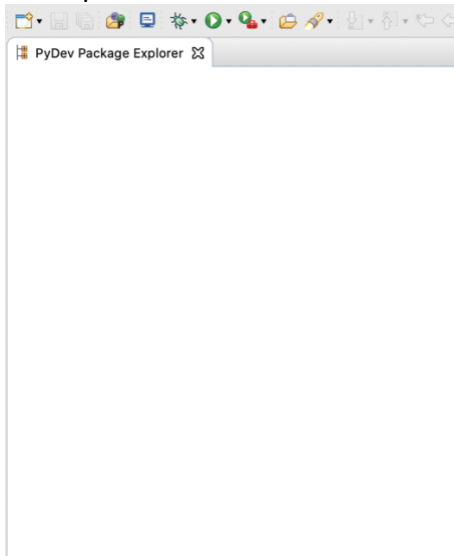
2. Close the welcome tab by clicking the “x” icon next to “Welcome”.
3. In the toolbar select “Window” → “Perspective” → “Open Perspective” → “Other”.



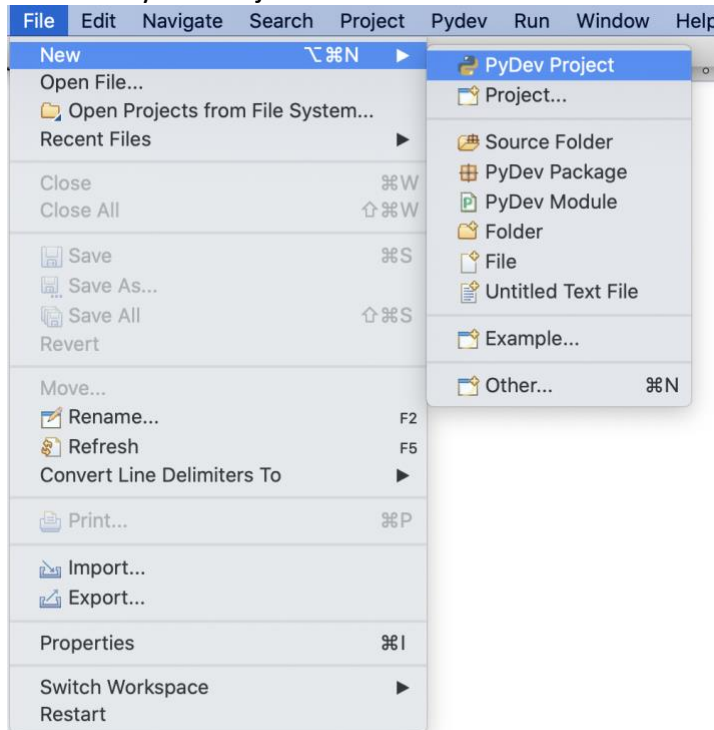
4. A new window will appear as shown below. Select “PyDev” from the list of options and click “Open”.



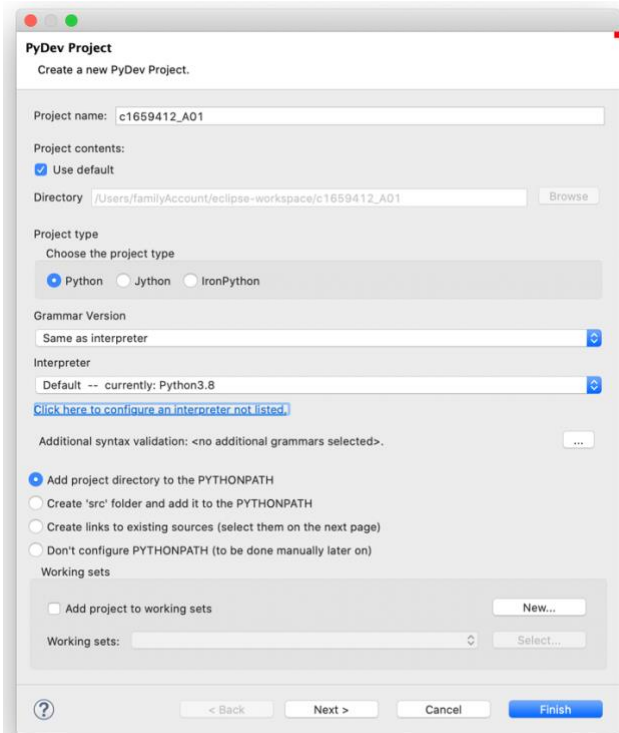
5. You are now in the PyDev perspective and you should see the “PyDev” Package Explorer. This pane will show any PyDev projects you have in your current Eclipse Workspace.



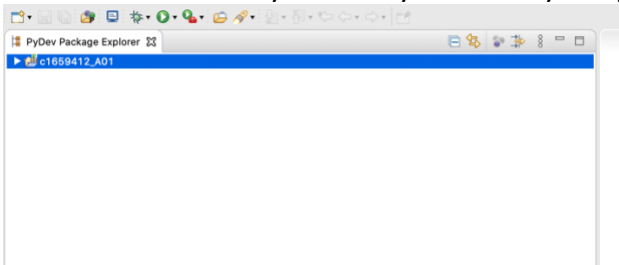
6. Create a PyDev Project. In the toolbar select “File” → “New” → “PyDev Project”.



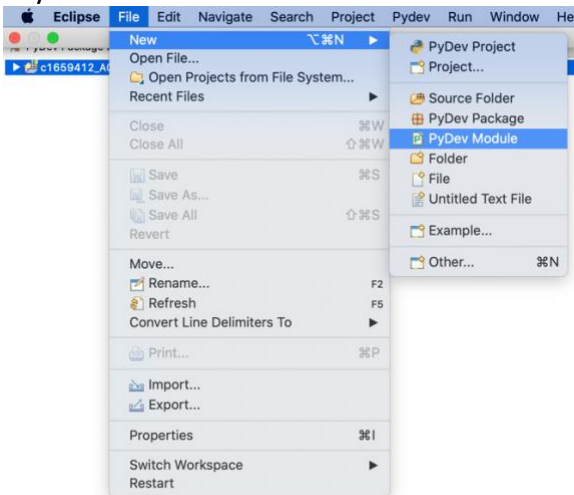
7. A new window will appear as shown below. Start by entering your project name. Your project name MUST be in the format `c#####_A##`. For example, if your c number is c1659412 and the assignment you are completing is Assignment 01 your project name should be **c1659412\_A01**. Once your project name is entered click the “Finish” button.



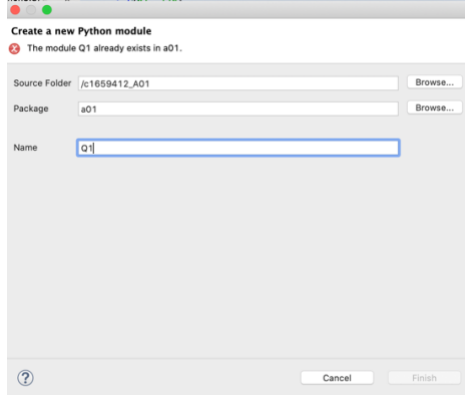
8. You should now see your newly created PyDev project in the PyDev Package Explorer.



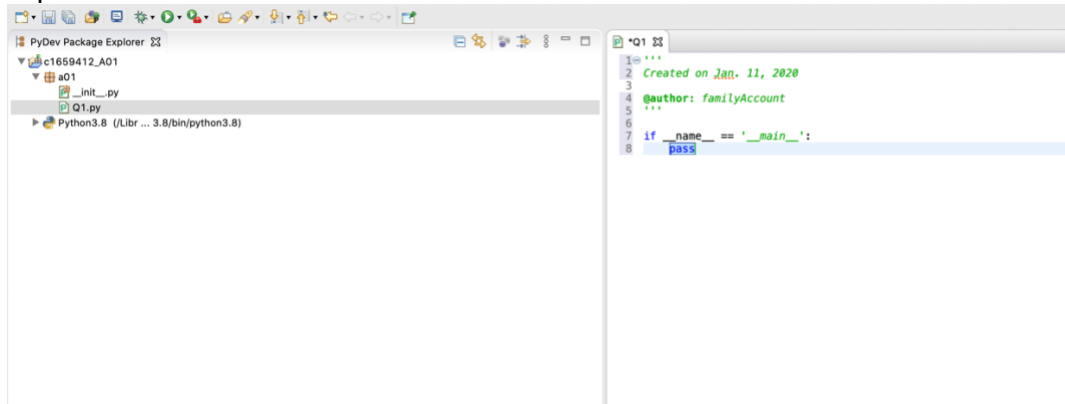
9. Select the newly created Project and then in the toolbar select “File” → “New” → “PyDev Module”.



10. A new window will appear as shown below. Your **Package** name should be in the format *a##* where *##* is the assignment number you are completing; for example, for Assignment 01 your **Package** should be named a01. With respect to the module **Name** the format is *Q#* where the *#* is the question number in the assignment you are answering; for example, if you are answering Question 01 from Assignment 01 your module **Name** should be Q1. Click “Finish” in the bottom right hand corner.



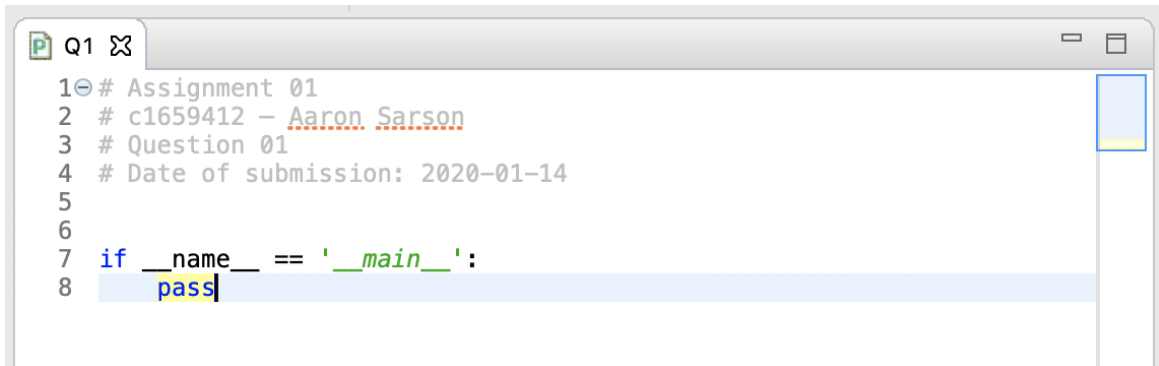
11. You should now see the newly created package and module in your PyDev Package Explorer.



12. In **each**, assignment question you answer you must include the following Python comment block.

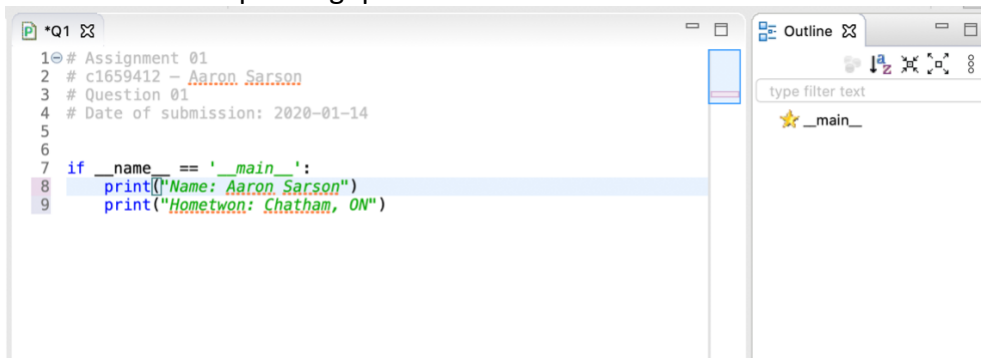
```
# Assignment 01
# c1659412 – Aaron Sarson
# Question 01
# Date of submission: 2020-01-14
```

**Note:** You should replace the above information with your c#, name, question number, and date of submission.




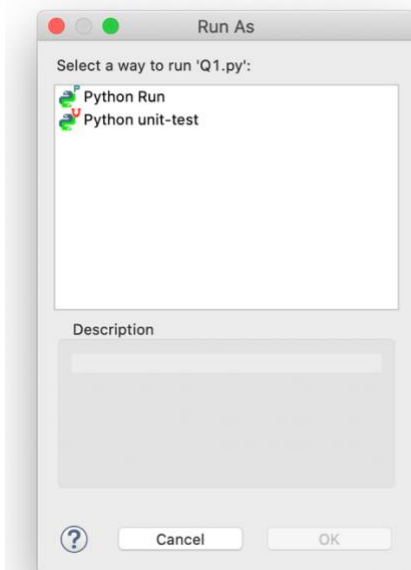
```
1 # Assignment 01
2 # c1659412 - Aaron Sarson
3 # Question 01
4 # Date of submission: 2020-01-14
5
6
7 if __name__ == '__main__':
8     pass
```

13. Delete “pass” from the Python module and replace it with the Python code required to answer the corresponding question.

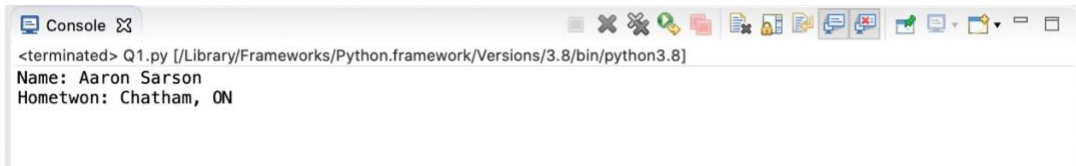


```
1 # Assignment 01
2 # c1659412 - Aaron Sarson
3 # Question 01
4 # Date of submission: 2020-01-14
5
6
7 if __name__ == '__main__':
8     print("Name: Aaron Sarson")
9     print("Hometown: Chatham, ON")
```

14. To run the code from Step 13 select the green play button in the toolbar . The first time the green play button is selected a new window will appear and you must select “Python Run” followed by clicking “OK”.

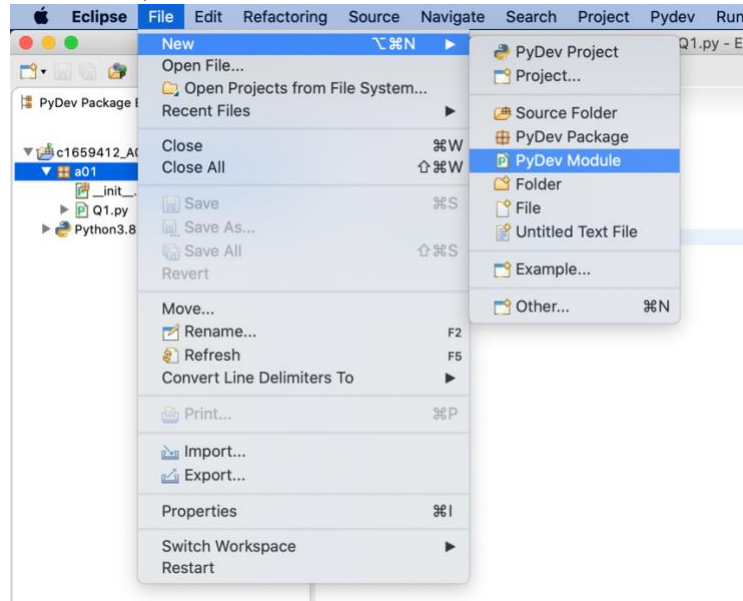


This will cause the Python module to be executed and any output will be displayed on the Console window at the bottom of the screen.

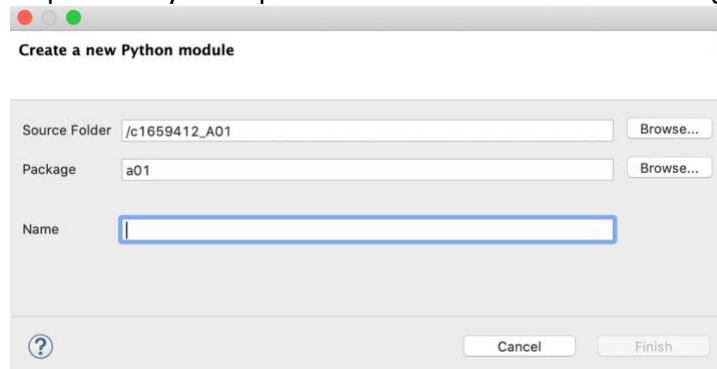


```
<terminated> Q1.py [/Library/Frameworks/Python.framework/Versions/3.8/bin/python3.8]
Name: Aaron Sarson
Hometwon: Chatham, ON
```

15. Most assignments have more than one question to answer. To add more Python modules, select the **package** you would like to add additional an additional python module to, then in the toolbar select “File” → “New” → “PyDev Module”.



16. A new popup window will appear as shown below. Note the **Package** name is automatically populated. You must specify the module **Name** in the format **Q#** as done so previously in step 10. Click “Finish” in the bottom right hand corner.



Create a new Python module

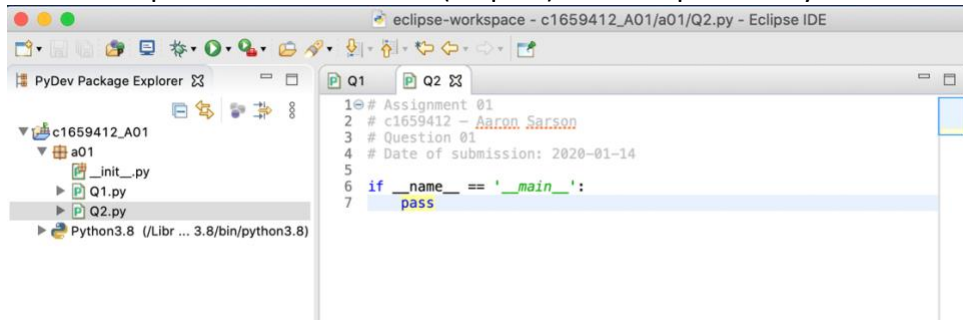
Source Folder: /c1659412\_A01 [Browse...]

Package: a01 [Browse...]

Name: [ ]

[?] [Cancel] [Finish]

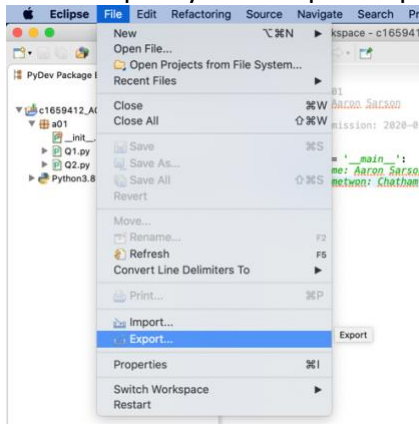
17. The new python module should appear in the PyDev Package Explorer. Remember to add the required comment block (step 12) to the top of the Python module.



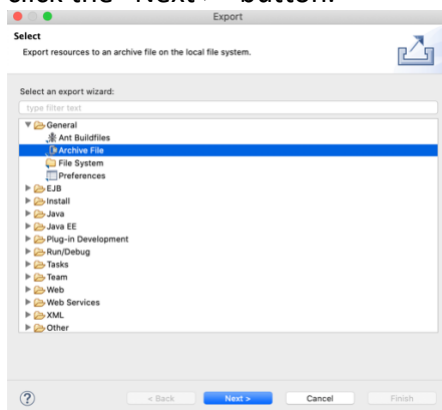
## Instructions – Export Project

Once you have completed answering all the questions in the assignment you need to export the project. The exported project will be in the form of a zipped folder which will be submitted to the appropriate D2L dropbox.

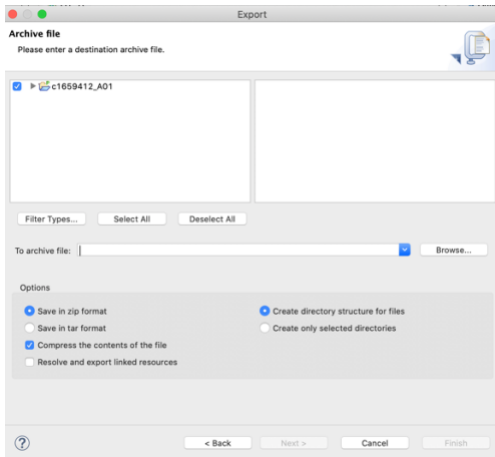
1. To export your completed project, select “File” → “Export” as shown below.



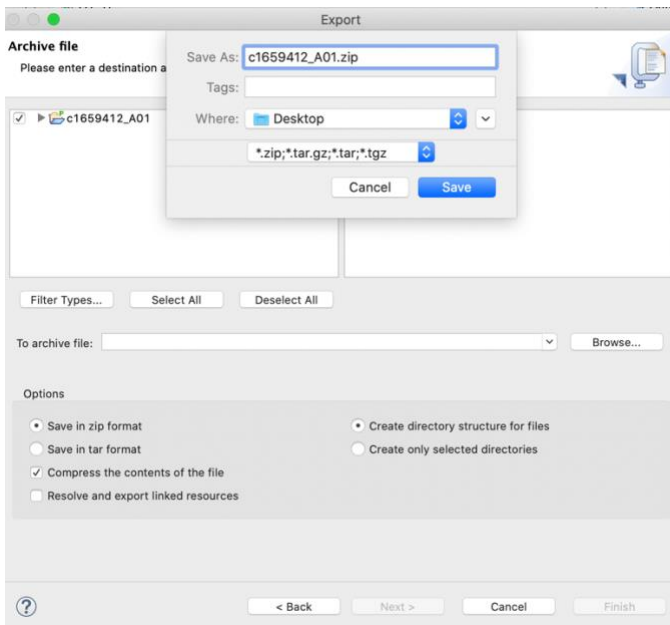
2. A new window will appear as shown below. Select “General” → “Archive File” and then click the “Next >” button.



3. A new window will appear similar to that below. Ensure a check mark appears next to Project you wish to export.

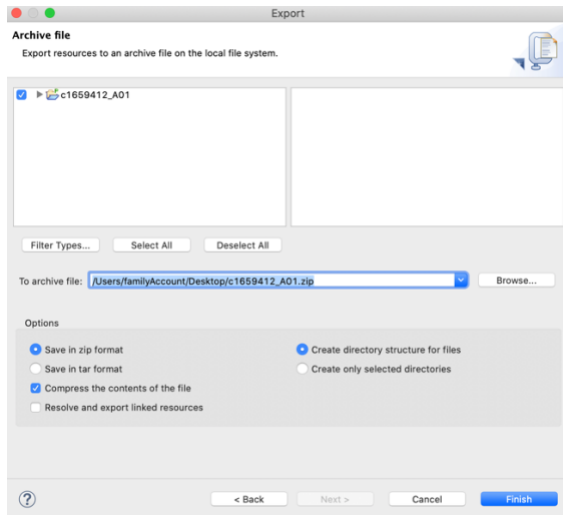


4. In the window shown above select “Browse” and navigate to the location where you wish to save your exported projected. The name of the zipped folder should be in the format `c#####_A##` (the same format as step 10), see below image for example file name. Click the “Save” button.





5. Click the “Finish” button in the window below.



6. Submit the zipped folder to the appropriate D2L dropbox by the required due date.