

## Rules, Instructions, and Deadlines for Labs

### General Rules and Deadlines

1. The course labs are programming sessions: students receive assignments and provide Java solutions for these assignments individually.
2. The lab assignments for a concrete week will be uploaded on the course website at 08:00 on Friday that week.
3. The solutions to the lab assignments have to be uploaded by the students on canvas by 23:59 Thursday next week.
4. The lab solutions will be graded in a dialog with a student assistant during the lab session on Friday next week.

### Lab Instructions: *Onsite* students

1. Bring your own laptop with Java and Sublime Text editor installed.
2. Enter the Collaborate-Ultra room of the lab session of your group (e.g. if you are a member of Group 1, then enter the Collaborate-Ultra room with name "Lab\_Session\_Group\_1" ). Please note that the lab-session room has 5 breakout rooms TA1, TA2, TA3, TA4, and TA5. These rooms are used for individual meetings with teaching assistants of your group.
3. When the lab session starts please first read the lab description provided in the canvas module for the current week. Then program in Java to provide your solutions to the lab exercises.
4. If you have any question, you can pose your question verbally or online (chat/hand-raising) to a teaching assistant. Depending on the complexity of the question, you receive the answer verbally or you will be invited to the breakout room of the teaching assistant. Please note that any question related to a Java code, will require screen sharing and thus it will be answered in the breakout room only.
5. Once you have completed your lab exercises, please upload your solution on canvas. **Only solutions uploaded on canvas will be graded.**
6. In the first 60 minutes of each lab session you will be contacted by a teaching assistant of your group to check your lab solutions (Java code) from the previous week. For that purpose you will be invited in the breakout room of the teaching assistant. In that room you can explain your solutions (Java code) and answer the questions of the teaching assistant.
7. During the onsite lab sessions please follow the current COVID-19 regulations adopted by the University.

### Lab Instructions: *Online* students

1. Make sure that your computer/laptop has Java and Sublime Text editor installed.
2. Enter the Collaborate-Ultra room of the lab session of your group (e.g. if you are a member of Group 5, then enter the Collaborate-Ultra room with name "Lab\_Session\_Group\_5" ). Please note that the lab-session room has 5 breakout rooms TA1, TA2, TA3, TA4, and TA5. These rooms are used for individual meetings with teaching assistants of your group.

3. When the lab session starts please first read the lab description provided in the canvas module for the current week. Then program in Java to provide your solutions to the lab exercises.
4. If you have any question, you can pose your question to a teaching assistant in chat/or by hand raising . Depending on the complexity of the question, you receive the answer in chat or you will be invited to the breakout room of the teaching assistant. Please note that any question related to your Java code, will require screen sharing and thus it will be answered in the breakout room only.
5. Once you have completed your lab exercises, please upload your solution on canvas. **Only solutions uploaded on canvas will be graded.**
6. In the first 60 minutes of each lab session you will be contacted by a teaching assistant of your group to check your lab solutions (Java code) from the previous week. For that purpose you will be invited in the breakout room of the teaching assistant. In that room you can explain your solutions (Java code) and answer the questions of the teaching assistant.