**SE – 185**

**General Grading Guide for Lab Reports**

**Lab Report Format:**

Points will be deducted for not following the [specified lab report format](https://drive.google.com/open?id=1DahIiGeJAL9cBxMPM2bqwNXDA0lg87RT) for all labs except Lab 1. A point will be deducted for each missing section and the title page. There are six total points that can be lost by not following the prescribed format. Please use the lab report format and the lab report example for Labs 02 - 09

**Note on Labs where undergraduate TA needs to inspect the code:**

For the later labs (~Lab 04 and onward), undergraduate TAs will input *the corresponding demo points* into the gradebook for a student who has successfully demonstrated the running program. These points will count as undergraduate TA’s signature for having inspected and signed the code. *A TA may award the partial credit for a code not working properly.*

**Lab Report Submissions**

Labs will appear and disappear on Canvas according to your lab schedule. The labs will be made available to you when your lab section begins and will disappear on the due date 10 minutes after your lab section begins. **Once the lab submission link disappears, the due date has passed, and late labs will not be accepted.**

All lab reports will be submitted via Canvas as a pdf file. All work, including code, must be put into one file and uploaded.

**Grading Disputes**

Grading disputes must be initiated within 1 week of receiving the graded work. We will not entertain grading issues outside this timeframe.

**Grader:**

Your TA will grade your lab report. Please make sure you know their name and have their email address. There is a list of all TAs (undergraduate and graduate) in the class on Canvas.

**Lab 03: Introduction to the DS4 and Functions**

**Pre-Lab**

* Completed prior to the start of lab and has TA check off (15 points)
  + *Total:* ***15*** *points*

**Problem 1: DualShock 4 Data Collection**

* Graph for DualShock flat (5 points)
* Graph for DualShock front (5 points)
* Graph for DualShock custom motion (5 points)
  + *Total:* ***15*** *points*

**Problem 2: Introduction to Functions and the DualShock 4**

Source code is included with…

* Milliseconds printed out as SECONDS in an 8 character area with 3 decimal digits precision (5 points)
* Acceleration values are shown in a 7-character area with 4 digits of precision (5 points)
* magnitude function is used and implemented correctly (10 points)
* 3 functions: magnitude, milliseconds, and seconds: (10 points each)
* Screenshots of code running correctly (Required)
  + *Total:* ***50*** *points*

**Problem 3: Counting Buttons**

Source code is included with…

* Function that returns number of buttons being pressed (10 points)
* Program outputs number buttons being pressed (10 points)
* Screenshots of code running correctly (Required)
  + *Total:* ***20*** *points*

**Lab Demo** (20 Points)