

Advanced Programming Method **GRADING & RULES**

Grading

Laboratory activity:-- 30%

- about 8 Lab-Assignments

Seminar activity (including a test) – 5%

- your contribution will be taken into account for the rounding of the final mark and you can also get additional points

Final exam: -- 65%

- Final Written Exam (about 1 hour, closed books): --**15%**
- Final Practical Exam (about 3 hours, open books): --**50%**

Laboratory Rules

- you have to present each lab assignment at its deadline
- 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 more than 1 week you will automatically get the grade 1 for it and you cannot submit it anymore
- the final grade for the lab activity is the arithmetic mean 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 have to present your assignments to the same lab professor
- 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 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
- you are encouraged to work on your own laptops
- a schedule of the lab assignments can be found at <http://www.cs.ubbcluj.ro/~craciunf/MetodeAvansateDeProgramare/Labs/LabAssignmentsSchedule.pdf>

Rules to enter into the Final Exam

- in order to get into the final exam you have 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>

Final Exam Rules

- the final practical exam:
 - 3 hours, open book (you can access your projects, lecture notes, seminar notes, java manuals and tutorials)
 - you have to work on your Java implementations of your interpreter to add more functionalities
- the final written exam:
 - closed book, 1 hour, some general questions from lecture notes
- **in order to pass the final exam you must have:**
 - at least 5 at the final written 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 written 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 written exam and**
 - at least 5 at the final practical exam and**
 - the final grade is 5**
- you can pass either both the second final written 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

Course information

<http://www.cs.ubbcluj.ro/~craciunf/MetodeAvansateDeProgramare/>