

[◀ Back to Week 3](#)[✕ Lessons](#)[Prev](#)[Next](#)

Programming Assignment: Baseball Elimination

✓ Passed · 100/100 points

Deadline Pass this assignment by January 7, 11:59 PM PST

Instructions

My submission

Discussions

Specification

Here is the programming assignment [specification](#) that describes the assignment requirements.

Be sure that your code conforms to the prescribed APIs: each program must be in the "default" package (i.e., no **package** statements) and include only the public methods and constructors specified (extra private methods are fine). Note that **algs4.jar** uses a "named" package, so you must use an **import** statement to access a class in **algs4.jar**.

Checklist

The [checklist](#) contains frequently asked questions and hints. If you're not sure where to start, see the section at the end of the checklist.

Testing

The file [baseball-testing.zip](#) contains sample data files that you can use to test **BaseballElimination.java**.

Web Submission

Submit a zip file named **baseball.zip** that contains **BaseballElimination.java** and any other supporting files (excluding **algs4.jar**).

Assessment Report

See the [Assessment Guide](#) for details on how to interpret the assessment report.

How to submit

When you're ready to submit, you can upload files for each part of the assignment on the "My submission" tab.

