

**ECE – GY 6913 CSA**  
**Spring 2024**  
**Project Submission Guidelines**

This document serves as a guide for students on how to prepare and submit Project Phase 1 to ensure correct grading by the autograder system. Please follow the instructions carefully to avoid any issues with your submission.

## 1. Submission Format

Your submission must be packaged in a zipped folder, adhering to the following naming convention: **phase1.zip**. Incorrect naming or file format could result in your submission being improperly graded or not graded at all.

## 2. Directory Structure

Within the zipped folder, your submission must contain exactly two folders: `code` and `submissions`. The structure should look like this:

```
phase1.zip
├── code
│   └── main.py/main.cpp
└── submissions
```

### Contents of Each Directory

#### a. The `code` Folder

This folder should contain all the source code files necessary for your project. The naming of the source code files should be either `main.py` (for Python submissions) or `main.cpp` (for C++ submissions).

- **Python Submissions:** If your project requires external libraries, include a `requirements.txt` file detailing each library and its version.
- **C++ Submissions:** If you're using external libraries, include the relevant header files directly in this folder. Do not create nested directories for these files.

#### b. The `submissions` Folder

This folder will house all other deliverables required for the assignment. This includes, but is not limited to, schematics, files containing metrics, and documents detailing possible optimizations. These can be presented as a single file or multiple files, as necessary.

## 3. Autograder Script Interaction

Your submission is expected to be run with an `iodir` flag. This directory will contain `imem.txt` and `dmem.txt` files, which your code will read from and write to. This functionality is already implemented in the skeleton code provided to you.

In case you modify any of the skeleton code, please make sure you use OS agnostic code for interacting with directories and files.