

# CS3391 Assessment

No.	CILOs	Assignments	Quizzes	Exam
1.	Analyze programming problems, devise algorithms and propose programming techniques for solving the problems;	100 points	85 points	90 points
2.	Write computer programs based on the algorithms devised and programming techniques chosen for solving problems;			
3.	Work under time pressure;		10 points	10 points
4.	Collaborate with team-mates;		5 points	

- 50 Take-home Problems (Practice / Assignment) – CILO 1, 2
- 2 Quizzes – CILO 1, 2, 3, 4
- 1 Final Examination – CILO 1, 2, 3
- Final Grade will be based on the weighted scores of Take-home Problems (45%), Quizzes (15%), Exam (40%).
- CILO3: In each of the two quizzes, if at least one problem is solved, you'll get 5 points; otherwise, 0. In the exam, if at least one problem is solved, you'll get 10 points; otherwise, 0.
- CILO4: In the quiz that student groups are formed, if at least one problem is solved, you'll get 5 points; otherwise, 0.
- To pass the course, a student has to achieve the following criteria.
  - CILO1&2: solved 30% of all the Take-home Problems
  - CILO3: obtained 5 points
  - Final Exam: scored 30%

## “Spillover” Mechanism – With a Concave curve

mapping number of questions  $x$  in the assignment to the assignment score

$$f(x)=3x \text{ if } x<10$$

$$f(x)=5+2.5x \text{ if } 10\leq x<30$$

$$f(x)=30+2x \text{ if } 30\leq x<35$$

$$f(x)=65+x \text{ if } 35\leq x<50$$

Points above 100 in the assignment will be carried over to losses in quizzes

For example, if you solved 50 questions in the assignment, your points for assignment will be 115 where the extra 15 points will be added towards quiz category with a weight 2. Therefore, your actual quiz mark will be added by 30.

# Plagiarism

- We take the issue of plagiarism **seriously**.
- If 5 plagiarized answers in your practice questions are discovered, you will receive **0** mark on the entire assignment/practice part.
- We have strong tools to detect both trivial and sophisticated plagiarism. We even add public domain C/C++ code to our pool for detecting plagiarism.

## The Sherlock Plagiarism Detector

<http://sydney.edu.au/engineering/it/~scilect/sherlock/>

# Plagiarism Detection

## Problem information

Unit	Assignment 2	Problem number	Part B
Problem difficulty	N/A	Submission end date	2012-12-01 17:00
Public	Disclose nothing	<input type="text" value="Disclose nothing"/>	<input type="button" value="Change"/>

## Filter

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 [Download all submissions](#)  [Detect plagiarism](#)

Login ID	Student ID	User name	Group	Submission status	Score	No. of correct	Days late	Remark	
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## Problem information

Unit	Assignment 2	Problem number	Part A
Problem difficulty	N/A	Submission end date	2012-12-01 17:00

## Group

Similarity threshold:

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