

General Instructions for Programming Assignments

1. You will be provided with a question paper that contains specific instructions and objectives regarding the assignment.
2. You will be provided with a python template code for the assignment which has portions marked to fill with the solution. Remember that this template code will have places where editing is not allowed (such as functions that handles input/output or importing library); changing these could result in zero marks.
3. You will be provided with test cases within the question paper to test your code. However, the final evaluation will be based on evaluation test cases (different from test cases on the question paper) that will be shared later once the assignment deadline is over.
4. There will be no technical or implementation help other than what the question paper already has before the assignment submission deadline.
5. Evaluation is automated and is strictly based on the evaluation test-cases; even minor deviation from the test case output will result in zero marking even if the solution is largely correct. This includes anything (even indentation, symbols, additional text) other than that is expected in the testcases.
6. There may be multiple test cases and the final marks will be based on pass/fail on each test case. For example, if your solution passes only one test case out of two test cases, you will get 50% of total marks.
7. You will be provided with a working solution after the assignment deadline is over.
8. Always adhere to requirements in the question paper and make sure your solution is exactly as intended in terms of implementation as well as in terms of output.
9. The assignments are specially designed for CPU environments so GPU is not required for execution.
10. A python (Python 3.12.3) requirements.txt is shared for installing required dependencies which is used in the evaluation system.