Assignment 0. Welcome to CS106B!

Due Friday, January 7 at 10:30 am Pacific

- In CS106B, we build flexibility into the assignment deadlines by extending a short grace period (typically 24 hours) beyond the deadline where late submissions are accepted without penalty. Read more about the late policy.
- While we strongly encourage you complete Assignment 0 by the deadline so that you are able to start on the first programming assignment without delay (Assignment 1 will be released Friday), if you need extra time, you may submit up through Saturday 10:30AM with no penalty.

Welcome to CS106B! This assignment is designed to help you get your development environment set up so that you can compile, run, and debug programs. There isn't any programming involved, and we hope that this doesn't take you too much time to complete. This assignment must be completed individually.

Step One: Install Qt Creator

You will first need to install Qt Creator, the development environment that we use in CS106B. Follow the instructions in the Qt Installation Guide for your operating system.

If you run into an install snag, don't panic! The course staff will hold a *Qt Creator install help session* 2PM – 4PM PT on Thursday, January 6th over Zoom. See Ed for the link. You can also ask for help with a post to the Ed forum.

Step Two: Download the Starter Files

We will configure a starter project with the files needed for each assignment and post it in the form of a .zip archive. The starter project for Assignment 0 contains the files for the `NameHash` program.

📦 Starter code

Download the starter code archive and extract all. Double-click the `NameHash.pro` file to open the project in Qt Creator and configure to use the default kit.

Step Three: Hash Your Name

Compile and run the program you've just downloaded. It will ask you to enter your (preferred) first and last names. When you do, it will give back a hash code, a special number associated with your name. You can think of your hash code as a "fingerprint" associated with your name that's unlikely to be the same as anyone else's fingerprint. *Write this number down;* you'll need it to complete the assignment!

Step Four: Use the Debugger

Open our handy debugger tutorial and follow along step-by-step. At some point, you'll be asked to remember a special value. *Write this special value down;* you'll need it when you submit.

Step Five: Join EdStem!

We have a course EdStem Q&A forum we'll be using so you can ask us questions. Visit the course Canvas page and use the link contained there to register for EdStem. While you're there, *find Keith's favorite tree and write it down;* you'll need it to complete the assignment!

Step Six: Read Course Policies

Please read the handouts on the website that detail the course policies for the syllabus and Honor Code. We want to ensure that you know what to expect from us and what we will expect from you. If you have any questions or concerns about the course policies, make a post on Ed or via private email to clarify or resolve issues before choosing to enroll.

Step Seven: Submit Everything!

Once you've finished everything, fill out this form:

📋 Submit Google form: https://forms.gle/4Zn8pYnb7ZQde1F89

This form will ask for the information you found in the previous steps, along with some questions about the Honor Code, who you are, and why you're so great. And that's it! You're done!

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