GRADING POLICY

Your assignment is graded base on 03 main features:
1. Program structure: Follow structure described in assignment

2. Coding convention:
   - Source File name
   - Function name
   - Variable naming convention
   - Code comment
   - Statement format
   - ..

(See NASA C Style for C Lab: http://cms.fpt.edu.vn/elearning/mod/resource/view.php?id=108539
Java Coding Conventions for others: http://cms.fpt.edu.vn/elearning/mod/resource/view.php?id=108540)

3. Meet the assignment requirements

ACADEMIC POLICY

Cheating, plagiarism are **serious offenses** under this Policy.

Cheating

Cheating is construed as talking, peeking at another student's paper or any other clandestine method of transmitting information.

Plagiarism

Plagiarism is using the work of others without citing it; that is, holding the work of others out as your own work.

Do not submit an assignment that contains material copied from another student, a website, a textbook or any other published source without identifying the material that is not your own. Simple rewording of someone else's submission or changing the field names in their program and presenting their work as your own may be construed as plagiarism: you are still copying the solution and submitting it as your own. Plagiarism is not excusable by trivial differences in the code or the wording.

Assignments are individual work. If your instructor notices that you have copied parts of your submission from another student or external source without citation, your instructor may charge you with plagiarism.

Studying and improving others' code is a good way to learn. You may imitate and dissect the sample code in the subject web site and the printed subject notes. You may use this code in your submissions, including your assignments. You do not need to cite the authors of the code that you have copied

from the printed subject notes or this web site. You may copy the workshop code of your peers provided that you cite them as the authors. All other code should be entirely your own.

How Not To Plagiarize

To avoid plagiarizing:

- If you are the helper, set aside your notes, printouts and similar materials. Study your colleague's screen or printout and work with them on their problem using their approach. Help them debug their code. Do not show them how you did it.
- If you are the person being helped, your objective is to understand the problem. Don't just ask for the answer or look at your colleague's solution. Remember, you will need a good level of understanding to answer the question from the instructor.