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|  | Faculty of Computing, Engineering and Science |  |

**Assessment Cover Sheet and Feedback Form** 2021-22

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| Module Code:  CS1D461 | Module Title:  C++ Programming | | Module Team:  Simon Payne, Shiny Verghese |
| Assessment Title and Tasks:  Tutorial Exercises 1 | | | Assessment No.  1 |
| Date Set:  27-Sep-2021 08:00 | | Submission Date:  05-Nov-2021 17:00 | Return Date:  03-Dec-2021 17:00 |

**IT IS YOUR RESPONSIBILITY TO KEEP RECORDS OF ALL WORK SUBMITTED**

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| **Marking and Assessment** |
| This assignment will be marked out of 100%  This assignment contributes to 10% of the total module marks. |
| **Learning Outcomes to be assessed** (as specified in the validated module descriptor [https://icis.southwales.ac.uk/](https://icis.southwales.ac.uk/studentmodules/17117/studentmodulespecifications) ):  1) To design, implement and test computer programs to solve a range of technical and mathematical problems.  2) To follow a secure design methodology and promote code re-use. |
| *Provisional mark only: subject to change and / or confirmation by the Assessment Board* |

# Marking Scheme:

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| --- | --- | --- | --- | --- | --- | --- |
|  | Fail | Narrow Fail | 3rd Class / Pass | Lower 2nd Class / Pass | Upper 2nd Class / Merit | 1st Class / Distinction |
| Solutions to given tutorial exercises 55% | * Very poor solutions to the given solutions that do not compile or run | * Very poor solutions to the given solutions that may compile or run, but mostly do not give the correct answers | * Satisfactory solutions to the given solutions that do compile & run, and give some correct answers | * Good solutions to the given solutions that do compile & run, and give some good correct answers | * Very good solutions to the given solutions that do compile & run, and give mostly good correct answers | * Excellent solutions to the given solutions that do compile & run, and give all good correct answers |
| Code Style 30% | * Very poor code style, no comments and messy inconsistent style | * Poor code style, little to no comments and messy inconsistent style | * Satisfactory code style, few comments and messy inconsistent style | * Good code style, good amount of comments and neat style | * Very good code style, good amount of useful comments and neat style | * Excellent code style, very good amount of useful comments and neat, consistent style |
| Engagement 15% | * Very poor engagement with the tutorials | * Poor engagement with the tutorials | * Satisfactory engagement with the tutorials | * Good engagement with the tutorials | * Very good engagement with the tutorials | * Excellent engagement with the tutorials |
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# Tasks

Submit solutions to the tutorial exercises that are under the CodeGrade heading to CodeGrade. You will be able to re submit any code that doesn’t work or doesn’t pass all the tests.

For this assignment exercises from the first 6 weeks of tutorial exercises will be marked. Specifically:

Week 3:

* Monthly Income
* Height in meters
* Annual High Temperatures
* How much paint
* World population

Week 4:

* Letter shape
* Burger stall
* Project hours
* Average percentage of marks
* House Budget

Week 5:

* Coin Toss
* Area of Triangle
* Mobile Phone plans.

Week 6:

* Rainfall
* Distanced Travelled

You are free to submit as many of these exercises as you like. The minimum requirement for this assessment is 5 exercises with at least 1 from each week. There will be bonus marks awarded for the more (working) solutions you submit.

# Advice

Complete the tutorial tasks each week. If you do this, then this assessment will not be much effort. Ask for help in the tutorial sessions if you are struggling.

Submit to CodeGrade often to get feedback on your code. We can also provide inline feedback in CodeGrade

# Submission

Through CodeGrade, any other submissions will not be accepted.

# Individual Assignment

This is an individual assignment and thus **the work submitted must be your own.**

# Feedback

Final provisional mark will be provided through SAFE. Formative feedback will be provided through CodeGrade.