Submission Instructions

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You will mostly have two type of questions: theory and programming exercises. Below you can find the instructions of how to package all of them and upload to Canvas under the right assignment. Make sure you use the naming I specified below because I will make some automated scripts to process the files. E-mail me if you have questions about it.

1 Questions - Textual/Photo/PDF answers

These are instructions for non-coding exercises. To answer the questions you can use a text file or a physical paper, and then upload either a text file/pdf or a scan/photo of your answers to Canvas under the appropriate assignment. Make sure that the answer file has the following format: StudentID#_Q. If my student ID is 12345 then I would upload for this homework a file called 123456_Q.pdf containing all my answers. It doesn't have to be a *pdf*, you can also use *.txt*, *.doc*, *.odt*, or *.docx*. If you have multiple files to submit, pack them in a zip folder StudentID#_Q and every file should have the following format Q_(question_number).(some_ extension). So you would have for example, Q_2.jpeg in 123456_Q zip folder. In each photo/file make sure you enumerate the questions properly such as (Question 1a, 1b, Question 2 and so on). An example of a submission directory tree when you have multiple files is:

```
123456_Q.zip
├── Q1.jpeg
├── Q2.jpeg
├── Q3_and_Q4.jpeg
└── ...
```

2 Programming exercises - JAVA code

Each programming exercise should be in a separate zip folder with the following name template StudentID#_P(Exercise_Number). So for example if my student ID is 123456 I would have 123456_P1 and 123456_P2 for this homework. Inside each of your folders you should have your *src* folder with all the *.java* files or packages. Make sure your project structure has all the *.java* files in the *src* folders and all your tests the *test* folder. So if you have two programming exercises you would have two folders with the structure illustrated in Figure 1. This is just an example with my ID and some arbitrary file names, but you need to use your ID and some meaningful names for classes.

Make sure you document your code. Use comments to explain what each

Figure 1: Examples of directory listings for the programming exercises

```
Irma_Ravkic_P1.zip      Irma_Ravkic_P2.zip
├── src                 ├── src
│   ├── Class1.java     │   ├── Class1.java
│   ├── Class12.java    │   ├── Class2.java
│   └── ..              │   └── ..
└── test (if you        └── test (if you have
    have tests)             tests)
```

of your methods is doing, and sometimes use inline methods when a particular expression is harder to read or understand.

Respect the naming conventions of Java. Package names should be lowercase and Java classes should start with a capital letter. In Java we use the camel notation so classes names would be *ComplexNumber* or methods would be *isEven*.