## SEG 2105 - LECTURE XX

## HOW TO ANSWER AS ASSIGNMENT

# YOU CAN APPROACH ALMOST ALL YOUR HOMEWORK IN A SIMILAR MANNER, WITH FEW EXCEPTIONS

### **OBJECTIVES OF AN ASSIGNMENT**

To answer the questions?

No exactly

More so, to

- To learn how to follow instructions
- To learn to organize your thoughts into a coherent manner
- To explore the subject matter in a hands on manner

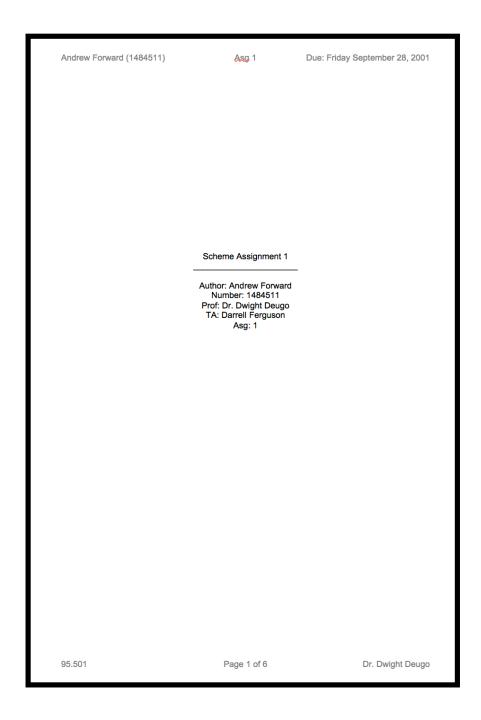
# YOU CAN APPROACH ALMOST ALL YOUR HOMEWORK IN A SIMILAR MANNER, WITH FEW EXCEPTIONS

## 3 PARTS TO ANSWERING YOUR ASSIGNMENT

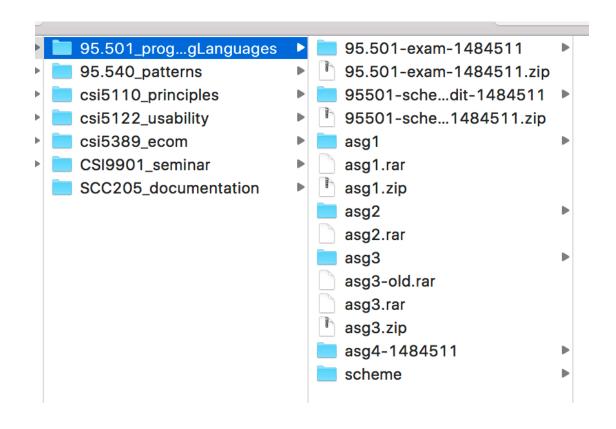
## LOGISTICS ANSWER TEMPLATE SOLUTION

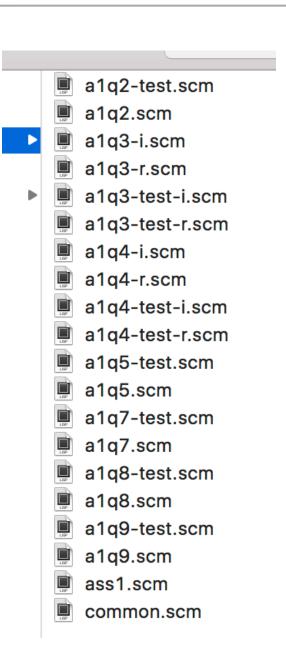
#### LOGISTICS

- Put it in the desired format, with all the necessary information
- Naming your files for good sorting and to be easily identified
- Include an exact copy of the questions, always!
- Always make sure to provide all the necessary information
  - Name
  - Student Number
  - Course Code
  - Professors Name
  - TA names
  - Homework "Title"
  - Due Date



#### SEG2105 - How to Answer An Assignment





### RE-ITERATE THE QUESTION FOR 3 REASONS

2) Define a procedure that takes three numbers as arguments and returns the sum of the squares of the numbers that are duplicated.

```
For example,
(sum-square-duplicates 1 2 4) => 0
(sum-square-duplicates 1 1 4) => 2
(sum-square-duplicates 1 1 1) => 3
(sum-square-duplicates 1 3 3) => 18
(sum-square-duplicates 5 2 2) => 8
```

Easier to read

Avoids answering in the wrong order

Allows homework to stand on it's own, ever 15+ years later

### **ANSWER TEMPLATE**

- Always get the ceremony of each question done at the start
- When you finally "get it working" at 3am, you don't want to think about transcribing it into a coherent answer
- Also ensure that you answer every question

5) Define a procedure double that takes a procedure of one argument as an argument and returns a procedure that applies the original procedure twice. For example, if increment is a procedure that adds 1 to its argument, then (double increment) should return a procedure that adds 2. What is returned by the following and why?

```
(((double (double double)) increment) 4)
```

#### The Double Procedure Procedure

```
(define (double p2)
-1)
```

Using the above definition, the following results

> (((double (double double)) increment) 4)

Why?

Just Because

## TO DATE, THIS IS ALL CEREMONY, NO SUBSTANCE

- So, get this done as soon as possible
- You should be ready to "submit' you homework at any time

## THE SOLUTION

#### The Double Procedure Procedure

```
(define (double p2)
(lambda (x) (p2 (p2 x))))
```

Using the above definition, the following results

> (((double (double double)) increment) 4) 20

Why?

The double procedure is doubled 3 times... so in essence this would mean to do the original procedure is doubled 4 times, or inessence, do the procedure 16 times (2<sup>4</sup>) to itself.

To double a double, means to do it 4 times (2^2). To double an already doubled means to do it 16 times (4^2)

And since the increment only adds 1, we will add 1 sixteen times whereby 4 + 16 = 20

### THE SOLUTION

- This obviously depends on the actual homework
- But again, just to date, we have something that is almost ready to submit
- What follows will help you to maximize your result

## ABC ALWAYS BE COMPILING

- A program that doesn't compile (or interpret) has almost no value
- If it doesn't work, it has no "value" to the user
- Writing software is quite different than other engineering disciplines
- You can (almost) always start small
- You can (almost) always increment in small chunks
- Never write book to completion, and then turn on spell/grammar check

## TESTS FIRST TO HELP GUIDE YOUR ANSWER

```
(define (heapsort list)
   "This Course Rocks!")

(print (heapsort '()))
(print (heapsort '(1)))
(print (heapsort '(1 2 3)))
(print (heapsort '(4 3 2 1)))
(print (heapsort '(5 3 4 1 2)))
(print (heapsort '(9 -2 5 22 3 4 1 48 2)))
```

## IDENTIFY A "NEED" AND IMPLEMENT IT

If only I had a "length" function

```
(define (length 1)
    -1)

(if (not (equal? 0 (length '()))) (print "err1"))
(if (not (equal? 1 (length '(a)))) (print "err2"))
(if (not (equal? 2 (length '(a b)))) (print "err3"))
(if (not (equal? 3 (length '(a b c)))) (print "err4"))
```

```
(define (length list)
  (define (length-reduce list num)
     (if (equal? list '())
        num
        (length-reduce (cdr list) (+ num 1))))
  (length-reduce list 0))
```

## **RE-ITERATE**

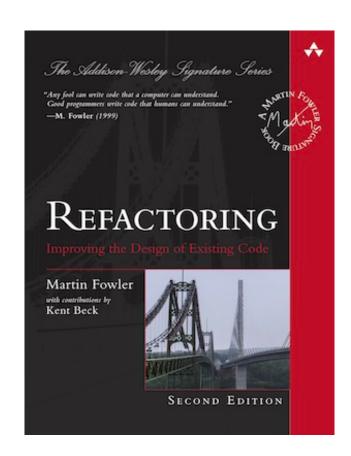
If only, I had an "nth" for a list

```
(define (nth 1 i)
    -1)

(if (not (equal? 'a (nth '(a b c) 0))) (print "err1"))
(if (not (equal? 'b (nth '(a b c) 1))) (print "err2"))
(if (not (equal? 'c (nth '(a b c) 2))) (print "err3"))
(if (not (equal? '() (nth '(a b c) 3))) (print "err4"))
(if (not (equal? '() (nth '(a b c) -1))) (print "err5"))
```

#### REFACTORING

- Not just buzz word, but a real process
- Principle approach; move separate from change
  - Clean up code separately trying to make it better
  - Do not "move code" and "change the sense of the code" at the same time



#### SIDE EFFECTS OF EFFICIENT ASSIGNMENT

Professors would/could/should be as efficient with the assignments as possible

- Easier to mark
  - Harder to make mistakes marking
- ▶ Faster to mark
  - More time spent developing awe-inspiring lectures and labs
- Consistency is the key
  - > Student numbers in file submissions (for easy identification)
  - Submissions as one file (in a ZIP if multiple files required)
  - Named well for sorting (e.g. lab02 instead of lab2 just in case we have a lab10)
  - Sorted for groups (e.g. lab01\_1111111\_22222222.zip instead of lab01\_2222222\_111111111.zip for sorting purposes)

## MAKE IT EASY FOR THE MARKER TO GRADE YOUR WORK

## IMAGINE IF YOU HAD TO MARK 130 ASSIGNMENTS WITHOUT CONSISTENCY IN THE CEREMONY.

### **CONSLUSION**

- Start with the template that requires little to no "real thought" for your homework from the very start
- Always make it "ready" to submit
- Stop writing un-compile-able code, just stop