Assessment Brief-

Project : NLab

Unit name	Programming in C
Unit code	COMSM1201
Assessment number	5 (4 th fully marked assessment)
Assessment name	Project / NLab
Assessment prepared by	Neill Campbell
Assessment type	Coursework
Credit value	35% of 30cp unit
Expected time to complete	Around 2 weeks, very approximately.
Submission format	Via Blackboard – one .zip file. You can submit as often as you like, old files are automatically overwritten. I'll only mark your latest submission. Any submissions that are late (even by 1 second) are automatically given a late penalty; my feedback will not show this. Penalties are enforced by our systems, not me!
Deadline	24 th January 2022 (@ noon).
Deliverable	One .zip file containing at least: 1) Makefile and source code allowing me to 'make parse',
Learning outcomes being assessed	 To be able to write a recursive descent parser based on a context-free formal grammar. To be able to extend this to become an interpreter. The ability to test your own code and discuss what you've done and how effective it is. The ability to program in the C99 C standard, and according to the house-style guidelines. To be able to develop and debug programs on your own.
Assessment criteria	Conformance to the house-style guidelines, assert testing, short readable functions etc.
Additional resources	Project launch video, Parsing lecture notes. Files in Git/Data/NLab
Support for this assignment Additional advice to	6 hours of labs in week 12. Forum will be available during the January assessment period. Use house-style guidelines.
students	DO NOT wait until the end to do testing – it will be obvious and have had no impact on the style of the program. If your code doesn't work, put a comment explaining this at the top, and submit it anyway – your style/structure is still worth marks.
Feedback mode/method	Brief written feedback from Neill, and, additionally, at any time verbally during lab sessions.
Planned feedback date	Maybe as early as February 2022.
Useful previous feedback	Rollerboard, ADTs
Future feedback use	