

GUIDE TO A PISCINE!

How exciting is this?! You might have already read quite up until this point and we hope the guides have been useful for you. And in this document, you will find the most important information of them all, how to actually go about with the Piscine!

We would recommend you download this document and save it on your desktop for your own convenience. Let's get started, shall we?

<HOW TO. GET STARTED />

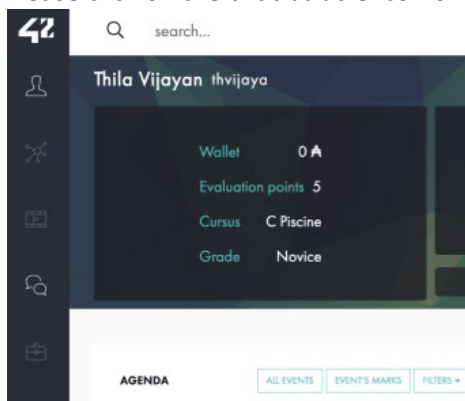
1. Our labs are open daily from 7am – 11pm.
2. Pick and choose any iMac that you prefer and login with your student credentials. **Please bring your own earphones / headphones.**
3. You are also allowed to bring your own keyboard and mouse should you have your own preferences.
4. It is best to bring a sweater / jacket as it can get pretty cold in 42KL as this is necessary to keep our iMacs cool.
5. Ensure that you are also logged into Discord (on your phone) when you start your journey.

<HOW TO. INTRA />

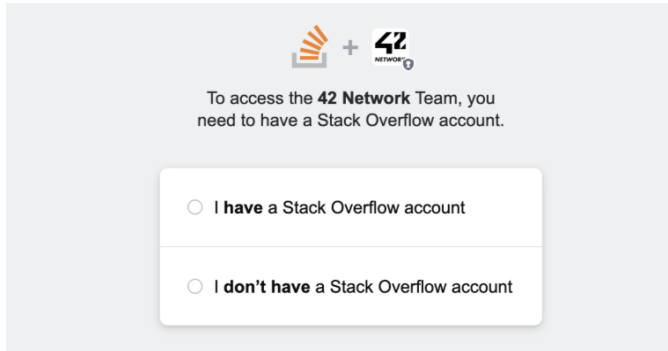
1. Head over to this [YouTube video](#) to watch and listen to Sophie the Managing Director of 42 Network explaining about how to use the 42 Intranet. Please turn on the subtitles for this video.

<HOW TO. STACK OVERFLOW />

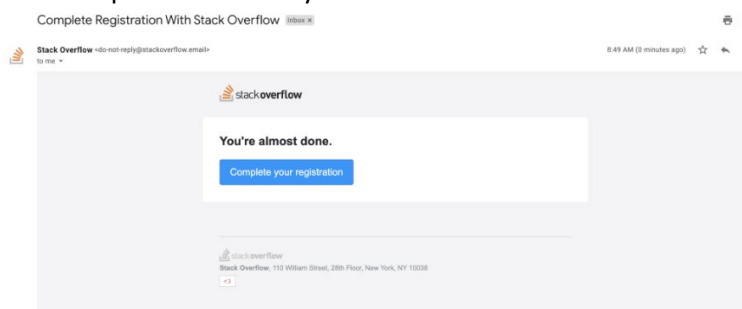
1. Now that you have access to the intra, you can proceed to create a Stack Overflow account on the 42 Network. To do this first you will need to login to the intra: <https://intra.42.fr/>
2. Please click on the chat bubble icon on the left-hand side of your screen after login.



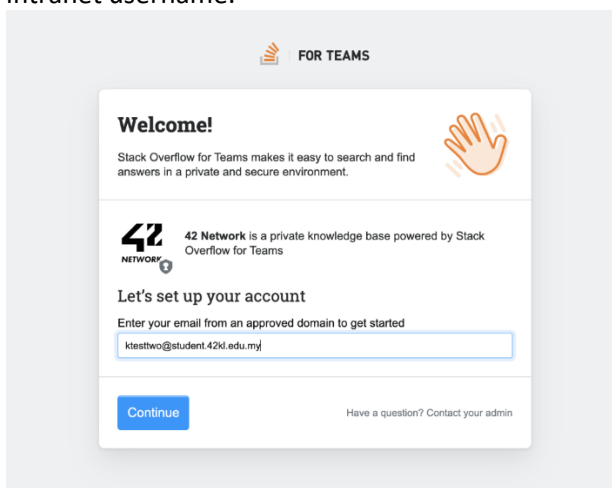
- When you see the following screen, please select the “I don’t have” option and create a new Stack Overflow account.



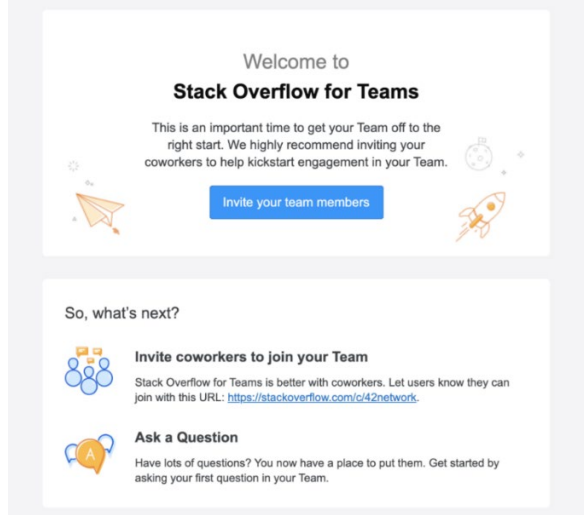
- Check your email for a confirmation email asking you to complete the registration process. Click the provided link in your email.



- You will then be prompted to enter an email from an approved domain. All you need to do is use the following format xxxxxx@student.42kl.edu.my Please substitute the xxx with your intranet username.



- Please check your email for a confirmation email. This may take up to 15 minutes.



- Click the URL provided in the confirmation email to access your 42 Network Stack Overflow account for the first time. For the consequent logins, you can access it directly from your intra chat bubble icon. See Step 2.

<HOW TO. EXAM />

- Every **Friday**, you will have to sit for an **exam**. The first three exams are **4 hours** long. The **final exam** on the last Friday is **8 hours** long.
- When the exams are made available, announcements will be made, and you must **subscribe** to the **exam event and exam project session (2 items)** on the **intra**. If you **fail to subscribe** within the allocated time, you will **get a zero** for your exam. No negotiation.
- During **exams**, you are expected to treat it like an exam. You are not supposed to Google, chat with your friends and etc. You should not be referring to your notes and you absolutely **cannot use your phone**. Any **cheating** will result in an **immediate zero**.
- The exam will be here in our campus. You will be using only your terminal for your exam.
- It is important to note that for the exam session you must **use the username and password that is ON THE SCREEN of the iMacs**.

Failure to do so will result in you not being able to take the exam.

- During the exam you will need to access the **"examshell"** in the terminal, you will need to find out how during the exam. If you are not able to within the time limit, you will not be able to continue the exam.

7. If you do not pass the first exam, do not worry this is understandable as it is your first week at 42. You can use this experience to do better at the next exam.
8. **NOTE:** We embrace failure, but we absolutely do not tolerate cheating. Every time you **cheat**, you're not learning skills and lessons that could be important later on.

Cheating is disrespectful. Our team work hard to provide knowledge to help you be successful in academics, career, and life. **Cheating** shows a lack of respect for the efforts of your Bocal and your classmates who did the work.

<HOW TO. RUSHES />

1. During **weekends**, you are required to work on **team projects** called **Rush**. Rushes are made **available** right after the exam ends **every Friday night**. You must **subscribe** to the Rush when it becomes available. The **intra** will assign you with your **team** members of **maximum 3** individuals.
2. To submit your results, one of the team members needs to push your files to the team's git repository. You will not have to press "finish" or "submit". Your repository will be locked after the deadline.
3. If you register, please make sure you are available over the weekend, **if not, your team will receive 0 points**.
4. You are responsible for communicating and gathering your team together. You can use Discord, email, or call each other. In case one of your team members is not responding, or you cannot join your group, please let us know before the submission date.
5. If your teammate cannot attend for some reason, you can do the project with 2 people or even by yourself.
6. **Rushes** are to be **submitted at the end of Sunday** and will be **evaluated** by 42KL **staff** members. You must **sign-up** for the **evaluation process** called the **Defence**. During the Defence, **staff** members will go through your project with your team. The **evaluation** will be carried out on Mondays and Tuesdays.
7. Your time slot will be automatically selected. If your team is only available at a specific time slot, please let us know before Monday morning, by 12 pm so that we can schedule this time for you.
8. If one of your team members is not available during the evaluation, and you have not notified us before the project submission time, you will receive 0 points.
9. The instructions of submitting the project are written in the subject file. Please follow the mentioned instructions.
10. Please discuss all the project related questions only with your peers.

<HOW TO. NORMINETTE />

1. The Norminette is a program that runs in the terminal which helps to check your code standards. It allows students to check whether your code has met the standard coding practice norms set by the 42 Network. Norminette is only used for C projects and not the Shell programs.
2. It is good practice for you to always run the Norminette to check your codes after completing a set of code in your projects. During the evaluation process, the evaluator will do this first. If your codes do not pass the Norminette, your evaluation will automatically fail.
3. So how do you run the Norminette? First, make sure you are on your terminal and you are in your project directory.
4. In my directory I have created a simple hello.c file that looks like this:

```
thvijaya@u81z05s03 d00 % ls
ex00      ex01      hello.c
thvijaya@u81z05s03 d00 % cat hello.c
#include <stdio.h>

int main (){
    print("Hellow world.");
}
thvijaya@u81z05s03 d00 %
```

5. To run the Norminette, all you need to do is use the command as shown:

```
thvijaya@u81z05s03 d00 % norminette hello.c
Norme: hello.c
Error: 42 header not at top of the file
Error (line 3): Space before function name
Error (line 3): Spacing after function name
Error (line 3): missing void in function main
Error (line 3, col 11): no newline before block
thvijaya@u81z05s03 d00 %
```

Notice the errors here. Make sure you fix all of them! Follow the Norm. The Norminette is your cult leader and you must serve the lord at all cost! Failing to do so will result in immediate death. Yeah, it is morbid like that.

6. In the following example I will show how I fixed the “missing void” error. Notice my code and observe the reaction of the Norminette. It no longer shows that error.

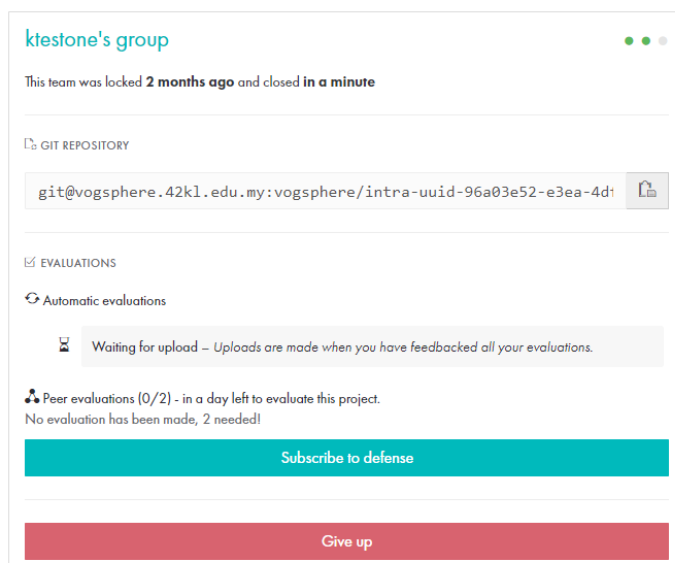
```
thvijaya@u81z05s03 d00 % cat hello.c
#include <stdio.h>

int main (void){
    print("Hellow world.");
}
thvijaya@u81z05s03 d00 % norminette hello.c
Norme: hello.c
Error: 42 header not at top of the file
Error (line 3): Space before function name
Error (line 3): Spacing after function name
Error (line 3, col 15): no newline before block
thvijaya@u81z05s03 d00 %
```

7. Use it, practice it, serve the Norminette! For a detailed list of standards and more about the Norminette, **please read and download the following document here:** [READ IT!](#)

<HOW TO. DEFENCE />

1. For every project that you submit on the intranet you will have to go through an evaluation process. This is called a Defence.
2. After a project submission you need to schedule yourself to be evaluated by your peers for daily projects and the Bocal for your Rushes. Please watch the following video on the scheduling process: <https://youtu.be/dMXSxS2BDE0>
3. Once you have submitted a project (set the project as finished), you will see the following screen. Notice that this project needs two peer evaluations. It also reminds you that you have one day left to evaluate this project. Right after submission, immediately subscribe to the defence and book a slot for evaluation. You must do the evaluation TWO times.



4. The evaluation calendar will look something like this. Please select two available slots. Remember that **you need to be evaluated twice**. If only one slot is available, you can refresh it later on but remember to **finish the process within a day**.

| | Mon 2/1 | Tue 2/2 | Wed 2/3 | Thu 2/4 | Fri 2/5 | Sat 2/6 | Sun 2/7 |
|----------|---------|---------|---------|-------------|---------|---------|---------|
| 7:00 am | | | | | | | |
| 8:00 am | | | | | | | |
| 9:00 am | | | | 9:15 - 9:30 | | | |
| 10:00 am | | | | | | | |
| 11:00 am | | | | | | | |
| 12:00 pm | | | | | | | |
| 1:00 pm | | | | | | | |

5. When you click the profile icon on the left side on the intranet, you will be able to see all the sessions for your evaluation.

EVALUATIONS
HIDE ▾
FEEDBACKS LOGS
MANAGE SLOTS

You will be evaluated on C Piscine Shell 00 🕒 in 21 minutes ✖

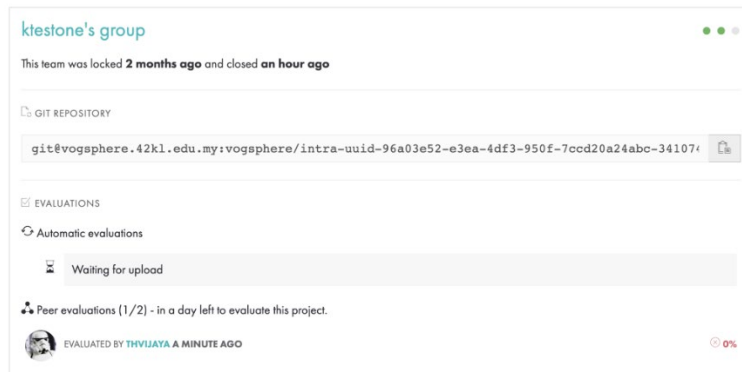
You will be evaluated on C Piscine Shell 00 🕒 in 36 minutes ✖

For the EVALUATOR you will see the following instead. Make sure you go through the project that you are going to evaluate to familiarise with the required results. 15 minutes before the evaluation session you will be notified in the system which peer you will be evaluating.

EVALUATIONS
HIDE ▾
FEEDBACKS LOGS
MANAGE SLOTS

You will evaluate **ktestone** on C Piscine Shell 00 🕒 in 13 minutes

6. Once you know which peer you are evaluating, in the example above, I will be evaluating **ktestone**, please reach out to your evaluator and conduct the evaluations.
7. Once the evaluation is completed and the evaluator has submitted the feedback (evaluator must do this immediately after the session ends), you can check your project profile. Your Peer Evaluation counter will be updated. Make sure you have done the session twice!



8. Please follow the evaluation guideline provided in the next section of this document for more details on the process of evaluation itself.

<HOW TO. EVALUATION />

We would like to explain in detail how you should do the peer review. You can start by watching the videos on peer evaluations via the following link. Please be aware that the videos are available only in English. <https://www.youtube.com/playlist?list=PLIM870bnh8qfp6V3v0ag0OI3bFZ0ZUqSy>

If you want to be evaluated, follow these steps.

1. Once you finish your project you need to “Set the project as finished” in your project page.
2. To be evaluated you need to “Subscribe to defence”. Then select a time slot when you would like to be evaluated.
3. Meet with your evaluator at the selected time, make sure to be on time.
4. After the reviewer gives feedback you also need to leave a review to complete the process.
5. After you have been evaluated twice, your code will also be evaluated by the system and you will receive your mark. For every evaluation you spend 1 evaluation point.

If you are the evaluator follow these steps.

1. Go to “Manage Slots” in your profile page and create a time slot convenient for you.
2. Meet with the reviewee at the confirmed time, make sure to be on time.

3. The reviewee will log in to the computer using their account. Clone the repository and then press "Begin Evaluation" and start reviewing and grading their work. Make sure to review properly as this is important for your final score.
4. After evaluating a project, you gain a point.

You can start reviewing without being reviewed yourself, this is important as from this process you will also learn how other people have completed their projects.

Tips to evaluate.

1. **State your intent:** Differentiate between suggestions, required changes, and points requiring discussion. Each change should have a specific reason (e.g., new feature, refactoring, fixing a bug, etc.). State the reasoning for your fix clearly and concisely.
2. **Ask questions:** Actively communicate. When you aren't sure why a portion of code exists, ask the coder.
3. **Comment, don't rewrite:** Do not delete or write over the code you are evaluating. Make sure your comments are easily distinguishable from your peer's code.
4. **Avoid clutter:** Be comprehensive but avoid redundant comments. If you see a repeated mistake, for example, consider explaining the reasoning behind your fix once and mark repeat errors with shorthand.
5. **Be mindful of scope:** When possible, short, and precise fixes are preferable to long and substantive fixes.
6. **Critique the code, not the coder:** Comments should be concise and written in neutral language. It's OK to disapprove or decline your peer's code but do so with explanation.
7. **Compare approaches:** It may help to think about how you would have solved the problem. If your peer's code differs, ask yourself why. Are the two functionally equivalent? If so, is one approach shorter, cleaner, or easier to understand? If not, which approach handles more edge cases?
8. **Consider abstractions:** Scan the code for partially duplicated portions. This may indicate a possibility to extract a more general piece of functionality and reuse it in multiple contexts, which may make the code smoother and more legible.
9. **Look out for errors (but be nice):** Note down any faulty code. Be as constructive as you can with your feedback. When applicable, consider suggesting a fix or an alternate approach.

<HOW TO. SURVIVE />

1. Your daily **goal** is to really absorb as much knowledge as you can by **trying, experimenting, observing, and failing**.
2. Keep in mind that you are not competing with any of your peers, **you are only competing against yourself**. Focus on exploring and treat the Piscine as a **gigantic puzzle** that you need to solve to level yourself up!
3. When you are facing difficulties in coding, please **exhaust all your options before you seek help**. Use all available platforms like **Google, YouTube, Stack Overflow**, and etc. When you are able to solve something on your own, you will remember it for life.
4. But of course, when you have tried everything, but you are **still stuck**, look left, look right, and **find a peer** to share your challenges with and **compare the methods** you have attempted with your peers. Solve it together.
5. Make sure you are doing enough to **rest your body and mind!**
6. **Manage your time** well.

<HOW TO. QUIT />

1. Error 404. Please contact your BOCAL.

Now you are all set and ready to venture into our Online Piscine. Remember, if you have any challenges, ask your peers on our Discord server. Remember these important things:

Daily projects are **evaluated** by the **Moulinette** (the **AI** heartbeat of 42KL) and **cross evaluated** by your **peers**. **Rushes** are **evaluated** by **staff** members. **Exams** are **graded** on the spot by the **Exam Master AI**. Final academy **cohort selection** will be done based on **various criteria** that we see fit including but not limited to **exams, projects, rushes and etc**. It is not open for discussion. Students with **attitude problem** will **automatically** be **dropped** even with good results.

The key is to **not give up** and **be kind**.

The answers are out there. You are never alone.

All the best!
42KL Team