

EGR 222 — Software Engineering

Super Important Checklist for Homework #1

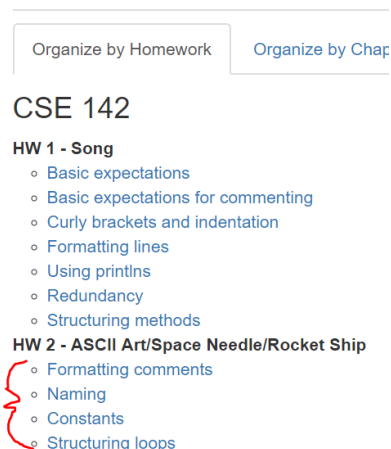
Below are the SUPER IMPORTANT Checklist for HW#1. Make sure you follow all of them as I am using the automated script to grade your work. The script is dumb just like computers and if you don't follow all of them, you will get 0 points.

You will get 0 points if you don't follow below.

1. If your code didn't get pushed to your repository. You cannot receive grade for what you didn't submit. Check your repository again.
<https://github.com/cbu-egr222-sp19/hw1-{YourGithubID}>
2. Your program output should be exactly the same as **the expected output** provided under **expected_output** directory of the starter code. Miscalculating the number of spaces will give you 0 points. Use <https://www.diffchecker.com/> to check whether there is any difference.

If you don't follow below coding convention and guideline, you will get up to 20 % deduction of points.

The fullest version of guideline is provided [HERE](#). (The same link under BB → Homework → Style Guide). Navigate to CSE 142 → ASCII art/Space Needle/Rocket Ship, and follow the highlighted bullets (see screenshot below).



Below are grading rubrics for your coding style based on the style guide provided.

1. You should include a **comment at the beginning of your class file** with basic information and a description of what the program does. Also include the names of students whom you have discussed and worked with.
2. You should also include a **comment on each individual method** describing what it does.
3. Must have **correct indentation and spacing**. Even if your code works perfectly in terms of functionality, if your code looks unprofessional then it doesn't meet the bar for publishing. Your code should be aligned properly and should not contain unnecessary spacing. Double spacing is ok for the separation and easier readability but no more than that.
4. You should use a **private helper** method removing the redundancy.
5. You should correctly declare a **class constant**.