

Homework & Lab Submissions Requirements

Submissions to Canvas

It will be a requirement to submit your homework and lab files as .c files. For example, your homework 1 submission might be called HW1.c, and we expect to see the .c file submitted to Canvas by the given due date. The same policy will be in place for lab submissions to Canvas. You will also be expected to submit a README, which is preferred as a markdown (md) file. For example, you would submit a README.md alongside your lab, or homework .c files. To be clear, your readme file should explain your code (specific functions), an overview of the functionality of what your program does, and how to run your program. If you would like us to run your program with extra flags or parameters, please describe your preferred method within the readme, and at the first line of your .c file. Failure to communicate with us the correct way to test your code may result in an inability to test it, which would result in a poor grade. Later in the semester, if you choose to use header files, please submit them as .h files in your submission.

PLEASE NOTE:

Code that does not compile will result in an automatic **50%** deduction of points. Code that segmentation faults will result in an automatic **30%** deduction of points. Your code must run on Vulcan in order to be awarded full credit. The due dates for the assignments are hard deadlines. Any submission past the due date will result in an automatic zero. If extraneous circumstances arise, please reach out to us before the deadline.

Submissions on GitHub or GitLab

To help inspire you all to pick up an industry standard skill, we really would like to see you all use version control with either GitHub or GitLab. For your homeworks, we are offering +5 bonus points to submitted homeworks if you give us the link to your repository on either version control service where you have your homework. However, the final homework for this course will require you to use GitHub or GitLab--so practicing this skill will help you in the long run, and in future courses at UAB.

Demo Policy

Students will be allowed to demonstrate their working program to any teaching assistant before the specified homework or lab deadline in order to receive an early grade. A demonstration (demo) involves showing a teaching assistant the code successfully compiling, and then a demonstration of the code working with test examples given in the homework specifications posted to Canvas. We may ask questions about the specific implementation, or to test it with some edge cases.

Note: If you demo your code for us, please type "demoed on MM/DD/YY" in your Canvas submission comments to us. Although recommended, your code does not have to be demonstrated on Vulcan, it can just be demonstrated on your machine. You may use any environment if you are demonstrating your code. This policy allows for us to grade submissions in a timely manner, and help provide feedback on programs. We wish you the best of luck, and if you have any questions or concerns about these *policies please reach out to us.*