

Lab Exam 3 - Preview

Lab Exam 3 is worth 40 marks, or 20% of the course

Time: 90 mins + 5 mins reading time

Assessable Material

- Lab Exam 3 will assess you on material in weeks 8-12
- Material from weeks 1-7 is assumed knowledge, but all exercises will be in Matlab not Excel

General

- Make sure to bring your student card, passport, drivers licence, or other photo ID.
If you have no photo ID, you will not be allowed to sit the lab exam, no exceptions
- All handwritten, printed materials, electronic files created by you in this semester are allowed.
- The only website allowed is the course website, canvas.sydney.edu.au
 - All material on this website is allowed, including lecture notes and sample solutions
- It is your responsibility to know where you have saved your work, to save your work regularly, to not accidentally delete or overwrite your work, to submit your work correctly, and to follow all instructions. If you fail to do this, you may score 0 marks for the entire lab exam or be penalized marks.

Plagiarism / Academic Dishonesty

- Students cannot share resources during the Lab Exam.
- Do not give or receive any files, to or from any other student, at any time during or after the semester. Doing so, for any reason, is plagiarism, even if the file is modified.
- Do not use or copy any files from previous sessions (semesters, or summer school), even if they were created by you (doing so is plagiarism, see the university's policy below)
<http://sydney.edu.au/elearning/student/EI/index.shtml>
- During the lab exam, do not use email at all, until you have given back to your tutor the lab exam paper

At the start of your lab exam

- Please put your photo ID on the table next to you
- Please turn off your mobile phone, and all electronic devices. Electronic devices are not allowed, including phones, tablets, laptops and calculators. USB flash drives are ok.
- In your account, create a new empty folder called **labexam3**, and remember to regularly save your work in this folder.

Exercise Sheet

- You will be given a sheet of paper with the exercises to complete
- Write your full name, SID and unikey on this sheet of paper, and hand it back to your tutor at the end of the lab exam. **If you do not hand this paper back to the tutor with your details, you may score as few as 0 marks in the lab exam.**

Marking Scheme

Question 1	8 marks
Question 2	8 marks
Question 3	8 marks
Question 4 (includes Comments & Coding Style)	8 marks
Comments & Coding Style (Q's 1-3)	8 marks
Total	40 marks

- Question 3 will focus on the material in week 8
- Question 4 will focus on the material in second half of lecture 11 and lab 11 (movies)
- Questions 1-2 will focus on other material in weeks 8-12
- Warning: Even if you found Lab Exam 2 easy without much preparation, you will almost certainly need to prepare well in order to do Q's 3-4 successfully
- Question 4 is worth 8 marks, and these 8 marks include marks for comments and coding style for that question. Your code should be flexible, so that if the Q were changed, then very little code would have to be modified for it to work in the new Q; otherwise, very few marks could be awarded for this Q.

Marking Scheme – Comments & Coding Style [8 marks]

- This is marked over questions 1-3 (marks in question 4 includes comments & coding style)
- Marks are awarded for writing meaningful comments and using good coding style, such as meaningful variable names, consistent indentation, clear neat layout (e.g. blank lines above comments), avoiding code repetition, avoiding the use of extra unnecessary variables, etc. See lecture notes and sample solutions for perfect examples to follow.
- Write your SID number and question number as a comment at the top of each file
- Other comments above functions (documentation; see lecture 6-2) are not needed
- Marks are awarded for writing code as simply as possible, so that it is very quick and easy to understand and check if it is working correctly.
- Marks will be deducted for printing more than what is required, or doing anything else that is not needed to answer the question.
- Extremely bad coding style or grossly unnecessary complexity may also result in loss of marks in questions 1-4 (not only from this “Comments & Coding Style” section).
- If you copy code or comments from sample solutions or lectures, and do not answer the question, you may also score 0 marks for that question and “Comments & Coding Style”.
- This section will be marked harshly. Full marks will only be awarded for Comments & Coding Style to submissions that are presented so well (including code that is written as simply as possible), that they could be used as sample solutions.

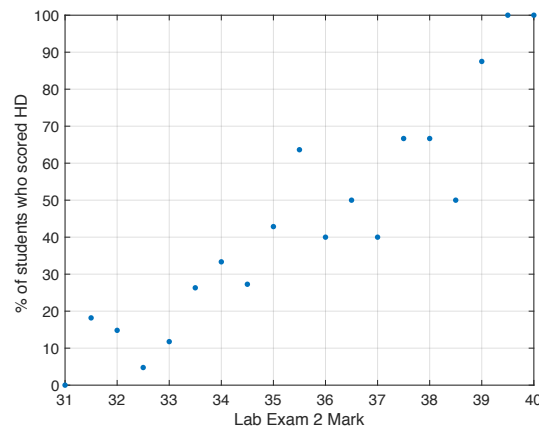
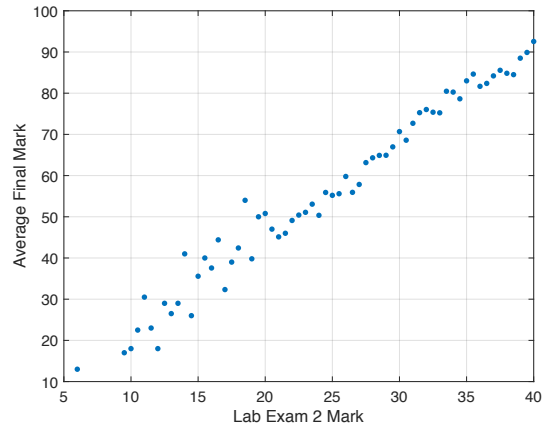
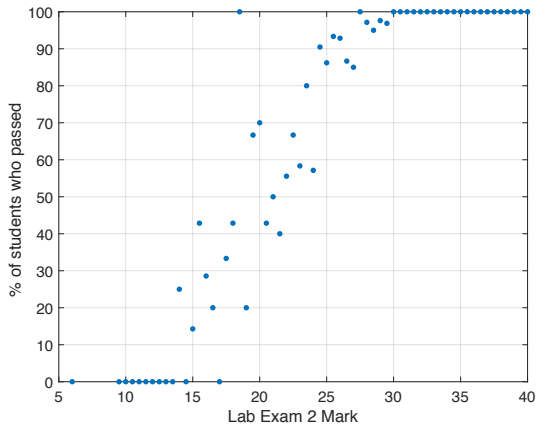
Marking Scheme – Penalties

- 2 marks are deducted if a student takes the lab exam in a lab that they are not enrolled in without prior permission. **Please note that** since there are a limited number of computers/exam papers, enrolled students will be prioritised. If there are any issues in the lab you are enrolled in, alternative arrangements will be made. However, if you are not enrolled in the lab and issues arise, it is your responsibility to attend another lab exam session on time (so it's best not to leave everything to the end).
- Marks may be deducted for failing to follow instructions, including submission instructions.
- If a student uploads the wrong file(s), does not save their work before they upload their file, does not attach the file(s) to the email, or has a problem with both methods of submission, they may score as few as 0 marks in the lab exam.
- Marks will be deducted for using the inbuilt Matlab functions **mean** and **sum**. Therefore, you should know how to write your own code to add up elements in an array and find the average value of elements in an array, without using these functions.

Results from Semester 1, 2018

Roughly speaking, based on last year's results:

- You probably need 13 / 40 in Lab Exam 3 to have any chance to pass ENGG1801
- You need about 21 / 40 in Lab Exam 3 for a 50% chance to pass ENGG1801
- You need about 30 / 40 in Lab Exam 3 for 99%+ chance to pass ENGG1801
- You need about 36.5 / 40 in Lab Exam 3 for a 50% chance to score a HD in ENGG1801
- You need about 39.5 / 40 in Lab Exam 3 for about 100% chance to score a HD in ENGG1801



Submitting your work


You can submit your work *during or after* your 90 minutes of lab exam time is finished. However, you must do it within 10 minutes after the lab exam finishes, at the latest.

If you upload the wrong file, do not save your work before you upload your file, do not attach the zip file to the email, or have a problem with both methods of submission, you may score as few as 0 marks in the lab exam.

You must do *ALL* of the following, in this order:

1) Save your work. Make sure you know where it is saved. You should keep these files, even after you have submitted your work. But do not modify it ever again. The feedback that you will receive with your marks will refer to line numbers in your code, etc.

2) Make a zip file containing all your work:

- Click on  and go inside the folder where your work is saved
- Select the files that you want to submit:
 - Hold down **CTRL** on the keyboard, then click on each file that you want to submit
 - Only select files that say “MATLAB Code” or “M File” in the “Type” column; so do *not* select any **.avi**, **.txt**, **.csv**, **.asv**, **.mat**, **.m~**, or any other files
 - You may submit files that use functions that you wrote, but they will not be marked
 - All your work should be in one folder, and *not* in subfolders (e.g. do *not* have one smaller folder for each question)
- Right click on the files you selected, select **7-Zip**, then select the second-last option **Add to “labexam3.zip”** (assuming that you are in the **labexam3** folder)
- A new **.zip** file should be created in your folder, which will end in **.zip**
- Right-click on this **.zip** file, then click **OK** if you are asked “Opening these files might be harmful to your computer”, then select **Rename**, then change the name to be the same as your unikey. E.g. if your unikey is **abcd1234**, then your filename should be **abcd1234.zip**

3) Only after you have done step 2 above, open a web browser, and go to **canvas.sydney.edu.au**

- Login using your unikey and password
- On the left of screen, click on “**Assignments**”
- Click on **Lab Exam 3 – XXX** (where XXX is the first 3 characters of your lab name)
- Click on the red button **Submit Assignment**
- Click on the grey button **Choose File** and select your zip file by double-clicking on it
- Click on the red button **Submit Assignment**
- On the new page that loads, if the top-right says “Turned In!”, then you have submitted your assignment using **canvas.sydney.edu.au** but you still need to do all the steps below

4) Hand back to your tutor the paper with the exercises, making sure you have written your full name, SID and unikey on this sheet of paper. **If you do not hand this paper back to the tutor with your details, you may score as few as 0 marks in the lab exam.**

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5) Only after you have done step 4 above, send an email to **engg1801labexam@gmail.com**

- You can use any email account (e.g. Uni Mail, Gmail, Hotmail, etc.)
- Attach your zip file to the email (as a copy, not using an online cloud / drive)
- Write your unikey in the subject of the email
- Write your full name, student ID number, and unikey in the body of the email, each on a separate line. Do not write anything else in the email body, and do not send any other emails to this address (it will not be read). For example, in the body of the email, just type (and nothing else):

Firstname Familyname

321456789

abcd1234

and in the subject header of the email, just type (and nothing else):

abcd1234

5) If you saved your work on the U:\ drive (your network drive, or your account), then you can ignore the rest of step 5; go straight to step 6.



However, if you saved your work on the C:\ drive:

- Save a copy for yourself (e.g. on your USB, or email to yourself); do not modify it ever again; the feedback that you will receive with your marks will refer to line numbers in your code, etc.
- Delete all your work from the C:\ drive

6) Take all your belongings with you

- Photo ID
- USB flash drive
- etc.

7) Log out

- Click  at the bottom left, then click , then click **Sign out**