Guidelines for Computer Project Submissions

Send an email to Megan at: mremmons@rams.colostate.edu containing your computer project submission. You should get an email no later than one hour after the deadline to confirm she has received your submission and can open all the files.

What to turn in:

1) Include a README file (Word, Notepad, etc.) containing a brief description of the file submitted and answering the following questions:
    a. If multiple Matlab scripts are used, what is the top-level script?
    b. What was the most difficult part of the project?
    c. How can the project be improved?
2) A folder containing the requested files. If code is requested, be sure to include all the Matlab code you created to accomplish the project goal.

What NOT to turn in:

1) You do not need to include Animate or other provided programs in your submission.
2) Do not include the input or output files you used/generated during testing, only your code.

Tips:

1) For projects requiring you to read and write files, the formatting of both the input and output files follows the formats described in class. Some useful Matlab commands for reading and writing files include:

    importdata('file_name')
    dlmwrite

    More documentation on these commands can be found by typing 'help' in Matlab, though a Google search can often be useful as well!
2) Make sure all your files are in the same folder (including *persp_display* and *animate*)
3) Ensure text files have the appropriate format ending (i.e. point polygon file should be name.pp, Denavit and Hartenberg parameters should be name.dh, etc.)
4) Keep the top-level Matlab script concise by calling additional scripts to accomplish sub-tasks.
5) Break the code down into small, testable pieces! If you try writing a script to solve the entire project in one fell swoop, you will likely encounter a multitude of errors, including those pesky-to-debug logic errors.