GRADING POLICY

PURPOSE

This is designed to help you learn efficiently + build habits and practices that will benefit you in your work as a professional and valued software development team member. (It's not arbitrary.)

Following the policy ensures that you are:
– consistently practicing software development,
– demonstrating that you have achieved the Program Learning Objectives,
– not falling behind in the program,
– staying attentive to the quality of your code,
– practicing proactive, early communication with your team, and
– working in a safe space where you can adapt to setbacks and recover from failures.

And keeping grading close to when you perform the work means you'll learn more from feedback!

POLICY OVERVIEW

Fully effective as of January 01, 2022.

1. **No–Work Submissions**
    a. A no–work submission shows us that you didn't use the program time to begin working and didn't communicate with your instructor about an alternate deadline. It is a lack of work done prior to the deadline when:
        i. Nothing was submitted, or
        ii. a submission was made, but the commits or other pertinent evidence indicates the work was done after the deadline, or
        iii. the work done before the deadline doesn't show sufficient evidence of work (minimal or template boilerplate code), at instructional staff's discretion, and
        iv. No arrangements for alternate deadlines were made by communicating with your instructor.
    b. Communicating about submissions:

      i.   Instructional staff will notify you if you don't make a submission by the deadline, in case you forgot. We don't want a missed deadline to be a no-work submission.

      ii.   Students who communicate an absence in advance can arrange an alternate due date for an assignment, subject to the approval of the instructor.

  c. A no-work submission, while a serious issue, should still be submitted as soon as you can for up to full points. You will receive a 0 in the meantime.

  d. Students who have three no-work submissions in a Program section will be considered for dismissal from Alchemy.

2. **Resubmissions**
   a. Most (but not all) assignments can be resubmitted if you didn't get full points the first time. It will be clearly indicated in Canvas which assignments can't be resubmitted.
   b. Resubmissions are accepted up until the week of the Team Assessment Project for that section of the course. Then you should be fully focused on your team project.
   c. Students are responsible for letting instructional staff know they have made a resubmit which needs to be graded.

3. **Failed Submissions**
   a. You are responsible for the quality of your code, which means checking linting tests and other requirements for assignment "correctness."
   b. When a submitted deliverable fails CI (or other required validation):
      i.   the assignment receives a 10% point deduction that is not recoverable, and
      ii.   receives an additional 10% point deduction each Monday morning following the failed submission until remedied, and
      iii.   will not receive a grade until it is resubmitted and passes validation.
   c. If you have done work but not yet submitted, your grade will show as a 0 in the meantime.

It is better to miss a deadline and continue working than to turn in broken code by the deadline. You can submit after the deadline for up to full points as long as:

  a. We can see from your commit history that you were using program time before the deadline to work on your project (not a no-work submission), and
  b. Your submission doesn't fail validation (not a failed submission).

FAQs & EXAMPLES

1. **What if I have a personal emergency?**
   Life happens and we're all humans here. Just like at a job, communicate with your instructor *before* you miss submission deadlines. If that's impossible (like during an emergency) get in

touch with them as soon as you can to work out a plan for when you'll be able to work on and turn in your submissions.

2. **Wait, I can be dismissed for forgetting to turn things in?**
   No. But if you have three no-work submissions in a program section and have made *no effort* to talk to your instructor about make-up deadlines, we will consider dismissing you from the program. Think of it just like when you'll be working as a software developer. If you didn't show up to three meetings or missed three project deadlines without talking to your manager, it's unlikely you'd be able to keep your job.

3. **I had my deliverable done but forgot to turn it in!**
   It happens (sometimes). If we're missing an assignment, we will let you know. Turn it in ASAP.

4. **What if I only got part of the deliverable finished?**
   Our schedule is designed to give you sufficient time each day to work on your deliverables and engage with your TAs and Instructors for support. If you don't finish something, it is better to turn in what you have by the deadline, and then continue working on it. As long as your partial submission passes CI, you can then resubmit for up to full points including stretch goals.

5. **What if my deliverable doesn't pass CI yet? Can I submit it now, and resubmit later for full points?**
   You shouldn't make it a habit, since you will receive a 10% point deduction that is not recoverable even if you resubmit a perfect deliverable later. But if it happens sometimes, you should submit what you can, then continue working until it passes and resubmit. That's better than no submission at all and receiving zero points.

   To avoid the 10% penalty, work on your assignments in the provided time, monitor the quality of your work as you go, and work in fully "done" increments that get your deliverable to a working state even if it's not yet fully complete.

6. **I had an awful day. I worked all day but have nothing to show for it. What should I do?**
   We all have bad days now and then. Reach out to your instructors and TAs when that happens. We're in a better position to get you back on track if we know what's going on and how to support you!

   Here are your possible scenarios:
   If your assignment *doesn't* yet pass CI *and* you have not been able to work on the assignment, unless you communicate immediately with your instructor that will be considered a no-work submission.

   If your assignment *doesn't* yet pass CI, you can still submit it but you will permanently lose 10% of the points. As long as we can see from your repository/commit history that you've been actively working on the assignment, it's better to miss the deadline and submit when your assignment passes CI.

If your work *does* pass CI but isn't finished, it's best to submit what you've done by the deadline. Then you can continue working on the assignment and resubmit when you feel good about it to earn up to full points.

Either way is better than no submission at all *and* shows us that you're putting in the effort on a daily basis.