Guidelines for Lab Activities and Quizzes

Any work submitted late will NOT BE GRADED without a valid University excuse. If you have a valid university excuse, you must report your absence to the appropriate party (specified below) within four days and arrange to make up the work within one week of your absence.

Activities: Your lab instructor will check your activity assignment **by the end of your lab session on Mondays** (except holidays). It is important that you complete each activity so that you are prepared to do that week's project. To get credit for the activity, you should demonstrate your program(s) for the lab instructor. Since your grade for the lab activity is based, in part, on your demo, you must be present to receive credit. If you have an excused absence, you must contact your lab instructor and complete the assignment before the following Monday (preferably before Wednesday's lab).

Quizzes: There will be a quiz at the **beginning of lab on most Wednesdays** over material from the lecture, the assigned chapter, and/or that week's activity. Quizzes will be allotted anywhere from 5-15 minutes at the beginning of lab, and extra time will **not** be given for students that arrive late (students arriving after the quiz has been collected will receive a 0 for that quiz). Therefore, it is important that you are on time for lab. If you have an excused absence, submit your excuse and to your lab instructor and arrange to make up the quiz during office hours.

Guidelines for Lab Projects

Projects are usually assigned on Monday and due the following Monday. It is important that you get started on the project no later than Wednesday in lab. If you are having any difficulties, you should plan to attend one or both of the "Help" sessions on Thursday and Friday.

1. **Turning in Projects**
   - The ungraded submission for projects will check to make sure that your program compiles against the tests on Web-CAT (i.e. your method headers are correct and there are no compile-time errors). You should submit to the ungraded portion prior to submitting to the graded portion. You will not receive any project credit for submitting to the ungraded portion.
   - In order to receive credit for the project, you must submit to the **graded** Web-CAT assignment no later than 11:59 PM on the due date. If you are unable to submit via Web-CAT, you should e-mail your project Java files in a zip file to your lab instructor before the deadline. Do not include the .class files.
   - Projects must be submitted in Web-CAT as .java files (or a zip file if submitting outside of jGRASP). Submitting projects through jGRASP is covered in the Web-CAT guidelines but you can also submit projects (or reset your password) at http://webcat.eng.auburn.edu:8080/Web-CAT/. Below is the URL used to configure Web-CAT in jGRASP, which you can copy/paste into jGRASP (**Tools > Web-CAT > Configure**):
     http://webcat.eng.auburn.edu:8080/Web-CAT/WebObjects/Web-CAT.woa/wa/assignments/eclipse

- **It is your responsibility to make sure that your assignment is uploaded properly into Web-CAT**. If you do not submit your project by the due date, you will receive a zero for that assignment.
- Additional information concerning labs may be given via e-mail. It is your responsibility to read e-mail and check the course website regularly.

2. **Grading Labs**
   - **Any work submitted late will NOT BE GRADED without a valid University excuse**. If you have an excused absence, submit your excuse, source code, and any other required material to your lab instructor via email.
   - Your lab grades will be posted on Blackboard, usually within ONE WEEK of the due date.
   - If you have any concerns regarding your lab grades, please bring it to your lab instructor's attention within one week from the day the grades are posted. No requests will be entertained after one week from the date that grades are posted.

3. **Determining Grades** – In general, your lab projects will be graded using the guidelines and scales below. You may be asked to demonstrate your programs in lab, at which time you may be asked several questions to ensure that you understand the concepts used in your program.

   15-20% Structure / specifications - This percentage evaluates how well you structured the program (whether your code is easily understood) and how closely you followed the specifications provided. If for example, the lab specifies that you create one more classes with particular methods or that you use particular features of the Java language to solve the problem, you are expected to follow these directions. If you're not sure what you're supposed to do, ask for clarification! Example structure criteria:

   - Your program is easy to use and it meets the specification (e.g., the output is correct).
   - Javadoc comments follow the format shown in the documentation guidelines.
   - Comments are grammatically correct, properly capitalized, and easy to understand.
   - Comments fully describe the class / constructor / method (example: “This is a constructor with no parameters” would receive 0 credit.).
   - Code should be placed in a separate method rather than repeated.
   - Methods should be concise.
   - The logic of your program should be easy to follow.
   - If a variable is only used in one method, it should be declared locally.
   - Variable names should be descriptive, and there should be no unused variables in your code.

   20-25% Style checking - This is performed automatically in Web-CAT and can also be performed in jGRASP using the Checkstyle button. Style checking is based on whether your code adheres to a coding standard. Please note that style points will not be applied to programs that are not relevant to the project (for example, submitting an empty class would result in all style points being deducted. Projects that receive zero correctness points will not receive the style points.

60-65% Correctness and testing - The points awarded for correctness and testing will be determined by how well your program passes the instructor's tests in Web-CAT and how well the test cases (if any) that you write cover your program. Note that you will be able to submit on your program to Web-CAT and receive feedback for a specific number of times for each project. Therefore, it is important that you follow directions carefully in regard to class and method names and that you test your program yourself before prior to submission.

4. **Academic Dishonesty:** Students are expected to turn in their own individual work for activities, quizzes, and projects. Any copying of another person's work or misrepresentation of other work as your own will be grounds for getting zero points for that particular assignment and may be taken before the Academic Honesty Committee. This applies to all parties involved. **DO NOT SHARE YOUR CODE OR OTHER WORK WITH ANOTHER STUDENT. You may help other students by answering their questions and by showing them how to do tasks that are similar to the assigned work (i.e., you may facilitate their learning) or you may receive help in this way. However, you have crossed the line when you make your work or part of your work available to another student or when you receive work from another student. This applies to both hardcopies and electronic copies.**

All submitted source files are subject to analysis by a utility that checks for plagiarism. Penalties apply to all parties involved.