Activities

Activities are usually done in lab on Monday. It is important that you complete each activity so that you are prepared to do that week's project. Your lab instructor will usually check your activity assignment **by the end of your lab session on Mondays** (except holidays). You should also submit your files to Web-CAT during lab; however, you have until 11:59 p.m. on the day of the lab to submit your files to Web-CAT and achieve your best grade. There is a one-day late period for submission to Web-CAT with a 15-point penalty. To get credit for the activity, you must demonstrate your program(s) for the lab instructor who may ask you questions related to the assignment. Since your grade for the lab activity is based, in part, on your demo, <u>you must be present to receive credit</u>. Your activity grade in Web-CAT will be posted to Canvas immediately, assuming you have clicked on the activity assignment in Canvas. <u>However, if you failed to demo your activity in lab, your TA will change your grade in Canvas to zero</u>. *If you have an excused absence, you must contact your lab instructor and complete the assignment preferably before Wednesday but not later than the following Monday. If Web-CAT submission is closed for the assignment, you must send your files (in a ZIP file) to your lab instructor who can then submit them to Web-CAT for you.*

Quizzes

There will be a quiz at the **beginning of lab on most Wednesdays** over material covered in class, in the assigned chapter, and/or in that week's activity. Quizzes will be allotted anywhere from 10-15 minutes at the beginning of lab, and extra time will **not** be given for students who arrive late (students arriving after the quiz has been collected will receive a 0 for that quiz). Therefore, it is important that you arrive on time for lab. Quiz grades will be posted to Canvas usually within one week. *If you miss a quiz due to an excused absence, you must submit your excuse to your lab instructor and arrange to make up the quiz within four days and arrange to make up the work within one week of your absence*.

Projects

Projects are usually assigned on Monday and due Friday by 11:59 p.m. It is important that you get started on the project no later than Wednesday in lab, and to facilitate this, a partial solution of the project, called skeleton code which must compile, should be submitted to a Web-CAT Skeleton Code (ungraded) assignment on Wednesday in lab. You may continue to submit to the skeleton code assignment as you continue to work on your project. You must submit to the Completed Code assignment by the due date. If you are having any difficulties completing the project, you should plan to attend a "Help" session on Friday and/or make arrangements to meet with your lab instructor.

1. **Turning in Projects – Skeleton Code** and **Completed Code** Assignments
   - **Skeleton Code (ungraded, but . . .)** – The Skeleton Code submission for projects will check to make sure that your program has the correct names for classes and methods and that each method has the correct return type and signature. If any of these are incorrect,

your program will not compile against the tests on Web-CAT. It should be used to help you find and remove compile time errors prior to submitting it to the Completed Code assignment (described below) which is graded. Note that the Skeleton Code submission is designated as "ungraded" (i.e., no credit toward the project grade); however, you must work on the project during lab on Wednesday and then show/demo your work before you leave lab. If you fail to do demo, then you will lose 10 of the 15 TA points on the Completed Code assignment described below. Your goal for Wednesday should be to have a successful submission to the Skeleton Code assignment before the end of lab.

- **Completed Code** – In order to avoid a late penalty for the project, you must submit your files to the Completed Code assignment in Web-CAT no later than 11:59 PM on the due date. You may submit your project files up to 72 hours late, but there is a penalty of 5 points per 24 hours. **No projects will be accepted after the late period**. 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.
  - Project files must be submitted in Web-CAT as .java files (or a zip file if submitting multiple files outside of jGRASP). Submitting project files through jGRASP (recommended) is covered in the Web-CAT guidelines but you can also submit projects directly at https://webcat.eng.auburn.edu. If you do not know your Web-CAT password, login using your AU user name, then click the "Forgot your password link" and follow the instructions. You should not use your AU password for Web-CAT.
  - Below is the URL used to configure Web-CAT in jGRASP, which you can copy/paste into jGRASP (**Tools > Web-CAT > Configure**):

    https://webcat.eng.auburn.edu:8443/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 files within 72 hours of the due date, you will receive a zero for that assignment. If you have a valid AU excuse (e.g., you have been sick most of the week and you have written documentation from your doctor), submit your excuse, source code, and any other required material to your lab instructor via email.

2. **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% Structure / specifications (0-10% for Wed demo in lab) –** This percentage, which is reported as **Design/Readability** in Web-CAT, evaluates how well you structured the program (whether your code is easily understood) and how closely you followed the specifications provided. For example, if the specifications indicate that you are to use particular features of the Java language to solve the problem, you are expected to follow these directions. If you are not sure what you are supposed to do, ask you lab instructor for clarification. Criteria includes: (1) Javadoc comments follow the format shown in the documentation guidelines; (2) 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); (3) in later projects, rather than repeating code, it should be placed in a separate method; methods should be concise; (4) the logic of your program should be easy to follow; (5) if a variable

is only used in one method, it should be declared locally; (6) Variable names should be descriptive, and there should be no unused variables in your code.

- **20% Style checking** – Web-CAT uses Checkstyle to determine whether your code adheres to a coding standard for the course. You should run Checkstyle on your project files prior to submitting to Web-CAT; i.e., click the Checkstyle button on the Project Window in jGRASP. Please note that you will not receive credit for style points on files that are incomplete or not relevant to the project (for example, submitting an empty class would result in all style points being lost). Projects that receive zero correctness points will not receive the style points when the project grade is posted to Canvas.
- **65% Correctness and testing** – The points awarded for correctness and testing will be determined by how well your program passes the 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 your program to Web-CAT and receive feedback up to a specific number of times (e.g., 10 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.

3. Reporting Lab Grades

- After each submission to Web-CAT, you will be able to see your project grade except for the Design/Readability points your lab instructor will assign after reviewing your submission.
- After your lab instructor assigns the Design/Readability points (usually within a few days after the due date), the you should see your project grade in Canvas, assuming you have clicked on the project assignment in Canvas.
- If you have any concerns regarding lab grades (activities, quizzes, and projects), please bring it to the attention of your lab instructor within one week from the day the grades are posted. No requests will be entertained after grades have been posted for a week.

Academic Honesty

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 any part your work on an assignment 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 software that checks for plagiarism. Penalties apply to all parties involved.