Guidelines for Programming Tasks

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August 24, 2011

Some of the assignments in the course involve a programming component. Your programs may be written in Java, C/C++, or Python. If you'd like to use a different language, please come and talk to me first. The programs that you write will be tested on the departmental linux machines. You can develop the code elsewhere, but you need to ensure that the code runs in the departmental linux environment, with no special customization. (For example, the grader should not be expected to install a special compiler in order to compile your code.)

1   Turning in Your Program

You will turn in the directory of files containing your program using the `turnin` command that is available on the departmental linux machines. For example, to turn in Assignment 1, you should prepare a directory named `foo` (say) and turn it in using the following command.

```
turnin --submit chinmayi assignment1 foo
```

(In the above command, the directory `foo` to be turned in is assumed to reside in the current directory.) See the `turnin` man page for other useful options that allow you to verify that your submission was properly received.

Apart from your source code, the directory that you submit is required to contain a README file and an executable script named `go`. If your program needs to be compiled, the compilation instructions should be provided in your README file. After compiling your program if necessary, we will test it by running the command

```
./go x y
```

where x is the name of an existing input file to be processed by your program, and y is the name of the corresponding output file that your program should create. So, for example, if you write your program in C++, you might provide a Makefile that produces an executable named `bar`. If your program is designed to read from standard input and write to standard output, then the content of your `go` script could be

```
./bar < $1 > $2
```

2 Contents of the README File

Your README file should contain the following information.

1. Names and email addresses of authors. If you are working with a partner, then only one submission should be made.

2. Compilation instructions, if applicable.

3. A brief description of any known bugs or other limitations of the program. If your source code is incomplete and therefore not ready to be executed, please indicate that, and discuss the status of the various parts of the code.

4. Any other documentation that is appropriate.

3 Lateness Policy

Programs will generally be due by 8pm on the due date. Each student will be allowed a total of ten days of "slack time" over the course of the semester. That is, the cumulative lateness of all of your programs is not allowed to exceed ten days. An additional constraint is that no program can be turned in more than seven days after the due date; put differently, at most seven slack days can be used for a single program. Please note that this slack time policy applies only to the programming portion of the assignments.