Assignment Information

- Assignment contains 2 parts
- 1 part theoretical, 1 part programming
- Both parts are submitted separately
- Following instructions are for the **programming part only**
Assignment Overview

- You are required to complete a code template
- 1 to 3 Java classes
- Include a Tester class
- Tester class consist only basic test cases
- Does not imply that your solution is complete
Timeline and Late Submission

- 2 weeks to complete
- **Due date and due time**
- Multiple submissions are allowed
- **Only latest submission will be used for evaluation**
- Students have 24 hours after the due date to submit but with a penalty of 20%
- Eg. if due time is 23:55, it means, **23:55:00**. If you are 1 second late, the penalty kicks in for 24 hours.
- **After which, you get a zero (exceptions if you have proper documentation is provided, eg. Medical)**
Automated Grading

- Assignments are graded automatically
- Advantage: Your grade will be known within 3 hours of submission
- Disadvantage: You have to **follow the format strictly** for the assignment to be graded correctly. If not, you will get a zero.
Submission format

- Detailed submission instructions in each assignment
- **Submit a zip file containing all Java templates**
- Do not add any additional import statements
- All required import statements are already included in the template
- **Do not include extra classes**
- Help functions within the same file are fine
- **Make sure the zip files contain the right files and the files compile**
Grading feedback - 24 hours before deadline

- 24 hours before due date, all submissions will be run through the grader
- For all assignments that receive 0, feedback will be shown on MyCourses
- Students can then fix them and re-submit for **no penalty**
- Will only tell you that you get a 0 due to silly error (e.g., compilation or format issues)
- Feedback will not be generated if the assignment compiles and executes correctly, even if the grade is 1%
Grading feedback - Just after the deadline

- Same process is done
- In case of errors, you will have 24 hours to fix them and re-submit for 20% penalty.
Conclusion

- If you want a good grade, submit your assignments early!
- For questions, email cs251@cs.mcgill.ca or the class subreddit
Trottier machines

The host names of these machines are:

- cs-1.cs.mcgill.ca
- cs-2.cs.mcgill.ca
- cs-3.cs.mcgill.ca
- ...
- cs-32.cs.mcgill.ca
To ssh into one of the machines do, in your terminal,

- ssh `<cs account name>`@`<host name>`
- E.g.
  - cs account name is: jdoe137
  - host name of computer you want is: cs-1.cs.mcgill.ca
  - `ssh jdoe137@cs-1.cs.mcgill.ca`
ssh continued

You will be asked your password

- After entering it you will be able to access the computer in an ssh session
- You may now navigate to your folder and javac the files you want to test
If your code is not already on the machine, you may want to move it to one of the Trottier machines. You will use scp for that.
scp to cs account (running on remote machine)

Will move <file> to ~ folder in the cs account

- scp <file> <cs account name>@<host name>
  - E.g. scp Test.java jdoe137@cs-1.cs.mcgill.ca
  - Will move Test.java to ~ folder of jdoe137’s account

Will move <directory> to ~ folder in the cs account

- scp -r <directory> <cs account name>@<host name>:<directory>
  - scp A1/ jdoe137@cs-1.cs.mcgill.ca:~/A1/
  - Will move A1 folder to ~ folder of jdoe137’s account
scp back to local machine

You might want to scp the file back, if you made changes on remote machine.

Will move file located at `<directory>/<file>` to current working directory ie “.”

- `scp <cs account name>@<host name>:<directory>/<file> .`
  - E.g. `scp jdoe137@cs-1.cs.mcgill.ca:~/Test.java .`
  - Will move Test.java located in home folder of jdoe137’s account to current working directory.

Again you can use `-r` for copying folders.
Don’t got cs account though...

Go into wpa.mcgill.ca network

- Directly, using a Trottier machine or your own device
- Or VPN

Go to https://newuser.cs.mcgill.ca/ and set it up