Course Policies and Homework deliverables

What to turn in:	Handwritten/typed solutions must be readable, clear, concise and complete for the homeworks. Code must compile on the test platform and bugs in it must be documented to receive partial credit. DO NOT USE pencils to write down your solutions for the homeworks; if you decide to use a pencil do not complain about grading.
Grading	Programming problems will be graded based on test instances decided by the grader. Do not expect partial credit if your code fails to run on all test instances and relevenat bugs in your code are not documented.
Grade questions	Check the marks in a homework or an exam and report errors promptly. Make sure you report such problems to the the instructor within four weeks from receipt but no later than the Reading Day.
HWork Collaboration	Students who turn in solutions (programming or homework) that were obtained through the Internet, or are a product of another student's work, risk severe punishment, as outlined by the University. The work you turn in MUST BE your own personal work, composed and written by you. If you talk a problem with a fellow student cite this clearly in your homework (name the fellow student before the solution of the problem in question). Your homework will then be compared to the other student's work to verify that your solution was written by you and reflects your own personal effort. If you don't report it, it will be considered a violation of the course rules. You are not allowed to exchange code for the programming part of a homework; you can talk programming ideas but the code must be yours.
Mobile Devices	Mobile phones and other ringing devices MUST BE SWITCHED OFF before entering class.
	Extra Programming points can be used to boost your grade but we will account them separately.