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, otherewise it will not be accepted. DO NOT USE pencils to write down your solutions for the homeworks, or the exams; if you decide to use a pencil do not complain about grading.

Extension policies **No extension** will be granted for the homeworks for any reason as only the best 4 of 5 submitted of a total of 6 homeworks are counted. Homework 0 is not counted in these calculations. Programs are expected to be received by midnight the day the are due. Each HW will be **handed out** on a Tuesday and will normally be due by the beginning of class on a following Tuesday. If you think you won't be present in class on that Tuesday turn the homework in earlier at instructor's office. The course calendar provides additional information.

Grading Programming problems will be graded based on test instances decided by the grader. Do not expect partial credit if you code fails to run on all test instances.

Grade questions Check the marks in a homework or an exam and report errors promptly. Make sure you report such problems to the grader or the instructor within four weeks from receipt but no later than the Reading Day. If you believe a grade you received for the solution of a problem is not representative of your effort talk to the grader first and then to the instructor.

Final Grade Normally, the final grade is decided based on the 0 to 1000 point performance in the homeworks programs and exams. If there is a significant discrepancy between a student's performance in the in-class exams/quizzes and the homeworks, the instructor may choose to ignore the homework contribution. The instructor reserves the right to push a student's grade up based on the student's quality of his programming effort.

HWork Collaboration Students who turn in solutions (programming or homework) that are derived from solution outlines of past problem sets, 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 reflect 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.

Exam Collaboration Collaboration of any kind is NOT allowed in the in-class exams. Students are not allowed to exchange textbooks, course-notes or anything else including erasers, pencils, calculators etc. Open-textbook refers to the textbook by Cormen et al.

Mobile Devices Mobile phones/devices and/or laptops/notebooks MUST BE SWITCHED OFF before the exam/quiz begins. Switch off mobile phones and other wired/wireless devices (PDAs, wireless/wired laptops/notebooks) before entering the classroom.

Extra Programming points can be used to boost your grade but we will account them separately.