CS 240 Homework Submission

Alex Vondrak

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In order to "submit" any programming assignment for CS 240, you must upload it to your *ZFS* space (see `http://www.csupomona.edu/~ehelp/zfs/` for general information).

1. In order to even upload your source code, you'll probably want to use an *SFTP* client[1]. Read more about SFTP at `http://www.csupomona.edu/~ehelp/sftp/index.html`. In particular, there are some client suggestions and basic documentation at the following sites.

   For Windows: `http://www.csupomona.edu/~ehelp/sftp/winscp.html`

   For Mac OS: `http://www.csupomona.edu/~ehelp/sftp/mac.html`

2. Now that you know how to upload your homework, you'll need to put it where I know to look for it. Thus, your homework should be in **one** Java file named

   `/user/BRONCONAME/cs/240/hwX.java`

   where `BRONCONAME` is your BroncoName and the `X` in `hwX.java` is the number of the assignment. For instance, if I were to upload a file to my ZFS share for Homework 2, I'd put it at

   `/user/ajvondrak/cs/240/hw2.java`

   Note that this is *not* in your `www` folder, but rather in a new top-level folder named `cs`, which itself has a subdirectory named `240`.

3. Now that your file is online, you have to make sure that I can read it (but that your classmates can't!). By default, only you will be able to read your file. To allow me to read the file, you'll have to change the *access controls* by using a tool called ZFSControl.

   `https://unx.webdev.csupomona.edu/zfscontrol/`

   In case you're lost, there's some general documentation about ZFSControl at `http://www.csupomona.edu/~ehelp/zfs/accesscontrol/zfscontrol.shtml`.

   Basically: login, click the "Control [`your BroncoName`]'s files" tab, navigate to your `.java` file, then click the (`edit`) next to the filename. Add the user **ajvondrak** and give him (me) **Read** permissions to the file.

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[1]There are other ways. See `http://www.csupomona.edu/~ehelp/web/zfs/upload.html`.

Grading Rubric

Programming assignments will be graded out of **100 points**, based on:

Correctness (50 points):

Your program must give the correct output on all test cases I provide. Your score on this section will (generally) be the percentage of output lines that your program gets correct.

Code Quality (50 points):

You may receive the following penalizations:

- −1 point for each style sheet violation (see `http://www.csupomona.edu/~ajvondrak/cs/240/12/winter/stylesheet.pdf`).
- Up to −10 points for each occurrence of unreadable, complex, confusing, or potentially buggy code.

The following conditions will result in a score of **0 points**:

- If I cannot access the program (either because it is not there on time, or you didn't give the file the correct permissions).

- If the program does not compile using Java 1.6.0 (i.e., Java SE 6).

- If the code appears to be plagiarized.

- If the program terminates with a runtime exception.

- If the program doesn't terminate within a reasonable time limit.

- If I otherwise can't run the program. Keep in mind:

  - The class with your `main` method should be named after the homework assignment. E.g., for Homework 2, name the class `Homework2`.
  - All assignments require only one input stream and one output stream, and your program *must* read from standard input (`System.in`) and write to standard output (`System.out`). Your program should not call any form of `open` or `close` method and should not refer to any command-line arguments or input files by name.