

Lab Assignments

OVERVIEW

Lab assignment due dates will be specified at the top of each lab handout. The amount of time allotted for each will vary, so make sure to check the due date. Some labs will be small enough you can complete them during lab time, while more substantial assignments will be given up to two weeks. The point value for each lab will be listed on the lab handout.

Submissions

Lab assignments must be submitted to the submission servers before the due date. Late assignment submissions will be accepted up until the following day at 9 am. 20% will automatically be deducted from submissions.

Lab Equipment

If you will be using the lab provided Mac, you will need to have some way to copy your project off the Mac before class ends. It is recommended that you bring a USB flash memory device for this purpose.

iPod touches will be provided during lab time whenever the assignment requires running on a device. If you need access to an iPod touch outside of lab time, you will need to check it out. The check out policy will be explained at the first lab requiring access to a device.

Grading

Each submission must include all the resources necessary to build and run your application. Additionally, **you must include a README** that includes a very short explanation of your code's organization and any assumptions made.

Grading takes all of the following into account

- Functional: First and foremost, the application should work, and implement all of the requested features.
- Architecture: Your code should be well written, organized and show good architectural design.
- Quality: The application should be free of bugs.
- Readability: You are expected to produce readable code. Any area that would be difficult for someone else to follow should be commented. Your README should cover any areas that can't be documented by comments.
- No Warnings: Labs should compile without any warnings