

## Projects

All projects are team projects in this course. For each project, all students must form teams of two (one team may have three in the case of an odd number of students). Students are permitted to select their own teams; however, no two students may partner up for more than one project. In other words, each team will be different for each project.

Teams are responsible for dividing their workload. Except under extreme circumstances, all members of the team will receive the same grade for each project. One member of each team should be designated the leader. The files for each project should be zipped up and emailed to prof. stucki by the team leader before the due date. Projects must not be stored in a public folder.

**If the project is late, the group will receive a score of 0. If the project does not compile, the group will receive a score of 0.**

Projects will be graded based on the following criteria:

- |                             |   |
|-----------------------------|---|
| 1. Correctness:             | Finding the right answer                              |
| 2. Efficiency:              | Efficiently using processor and memory resources      |
| 3. Formatting:              | Displaying the right answer according to instructions |
| 4. Style and Documentation: | Producing readable code with appropriate comments     |

Late projects will be penalized 3% per hour, up to 24 hours late. After 24 hours late projects will not be accepted. As an example, suppose Team S submits a project 5 hours late. After the project is graded it has earned a score of 80%. The score recorded would be  $80\% - 15\% = 65\%$ . *Projects are being assigned with enough lead time that unforeseen circumstances should be expected and will not be valid arguments for an extension. In other words, expect the unexpected and start early, work ahead of schedule, and try to finish in advance of the deadline.*