

Programming Assignment Guidelines

1. Assignments must be completed on an individual basis. The programs that you turn in must be the result of your own work. Representing someone else's work as your own is considered to be "academic misconduct" (see the **Class Policies** note).
2. Each program source file must begin with a Program Identification Paragraph. This is a sequence of comments identifying you (the programmer), your class and other information, and including a statement certifying that the code is the result of your own work:
<http://users.cis.fiu.edu/~pestaina/javaPIP.txt>
3. Assignments must be turned in before the stated due date and time. Late assignments will not be scored. It is OK to turn in a partially completed working program for partial credit.
4. Your program must compile and run in any conventional IDE, Netbeand, JGrasp, JCreator, Eclipse, etc. Failure to compile will earn an automatic zero. A program that runs, but produces incorrect or incomplete output may earn partial credit.
5. You must observe the Java style conventions. For example: Class names begin with an uppercase letter, variable and object names begin with a lowercase letter, CONSTANTS in uppercase, etc. Choose descriptive identifiers. Paragraph lengthy code into concise sections.
6. Follow the specification/problem statement precisely. A correct solution to the wrong problem will earn a zero grade.
7. Build your program and test it incrementally. It is much easier to add to a correctly working (subset) program than it is to modify an incorrect one.