

Multiple Submissions

Some instructors allow programming assignments to be submitted more than once. This gives students a chance to fix problems that were detected by the Grader. The number of submissions that are allowed depends on your instructor. The Grader server will automatically ignore any submissions you send beyond the maximum number allowed by your teacher. How grades are assigned to multiple submissions are also up to the instructor. Some will use the highest grade from all of your submissions. Others may use the grade from your last submission.

If multiple submissions are allowed, the Grader will use a different input file each time. These input files will be generated by a program provided by your Instructor, and will conform to the program specification provided for your assignment.

You should send another submission only after you have received the results from the previous submission, determined what errors you had in that version of your program, and attempted to fix those errors.

Tips on Using Multiple Submissions Effectively

Here are a few tips that can help you use multiple submission effectively (if your instructor allows multiple submissions). Following these hints should help you get the most out of your programming assignments.

Test your program before you send it. Sending in a program that has not been adequately tested will most surely result in a poor grade. While your instructor may have supplied some example input and output data with the assignment, it is not enough to assure that your program is correct. The Grader uses its own set of input and output data which will conform to your program specification, but may provide a more rigorous test of your program than your assignment's sample data. Try a wide range of input values, and study the output carefully to be sure that it is correct.

Use the results from a submission to diagnose your problem. When you get the results back from the Grader on your last submission, it will include the input data file the Grader used to test your program, the correct output, and the output from your program. If you received a bad score, study the correct output to see if you can determine what you are doing wrong. When you try to fix the problem, test it with the Grader's input file so you can compare it to the correct output. It is important to remember that the Grader uses different input data for every submission, so make sure your program works for all possible ranges of input values, not just the assignment's sample input or the input that came back from a previous submission.

Be careful of deadlines. The clock on the Grader machine is synchronized with a timeserver, so we have great faith in its accuracy. Remember that deadlines are ill-tempered beasts. Hugging one too tightly may result in getting bitten.

Submitting From the CS Lab

If you do not have Internet access at home, you can make a submission from the Computer Science undergraduate laboratory. Bring the program you want to submit on a 3 1/2 inch Windows formatted floppy disk to McBryde Hall room 116-118. Ask for a Pentium running Windows NT (if the machine is running FreeBSD, login, type **sash halt now** and re-boot into Windows NT). All of these computers have *Submit*. If you are submitting from the Undergraduate Laboratory, there may be some additional steps you must follow; these directions will be available in the Lab. Don't hesitate to ask the Lab Consultants for help if you have problems making your submission.