

Submitting a Program from Your Computer

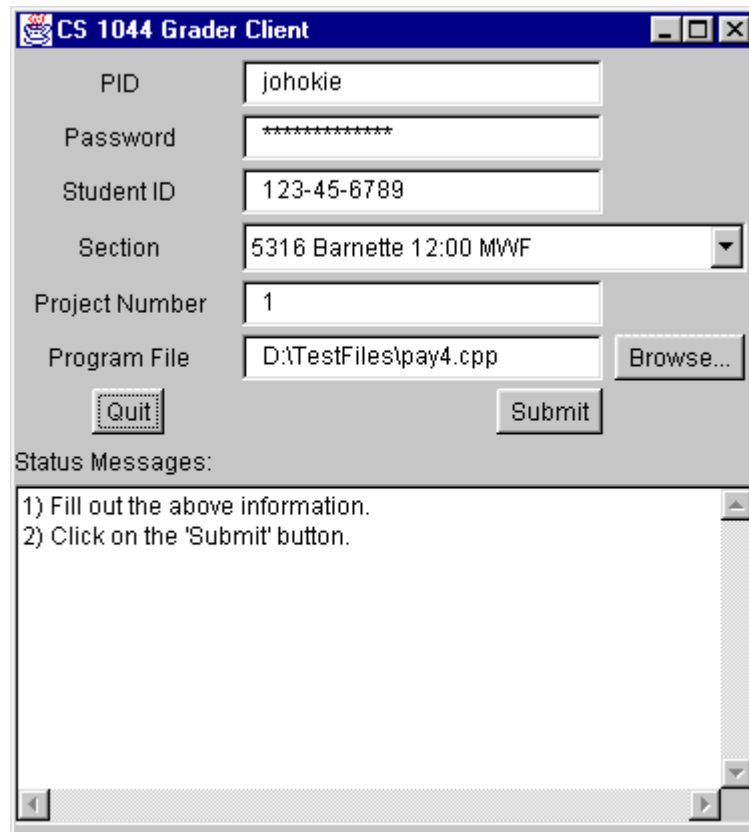
This section describes how to use *Submit* to send in a program for automated grading. You can follow these steps after *Submit* has been installed onto your computer (see **Installation** above), or from one of the Windows NT computers in the Computer Science Undergraduate Laboratory in McBryde 116-118.

1. **Connect to the Internet:** *Submit* is designed to work over the Internet. Before you can use it, you must first run your communications software and connect to the network.
2. **Starting Submit:** To run *Submit* from Windows NT or Windows 95/98, go to Windows Explorer and find the folder into which *Submit* has been installed, then double-click on `Submit.bat`. Alternatively, if a desktop icon has been created for *Submit*, just double-click on that. You will be presented with a window similar to:

3. **Filling Out the Submission Form:** The window depicts a form that needs to be filled out in order for you to make a submission. You must fill out all of the information (PID, Password, student ID, class index, project number, and program file name) or *Submit* will not allow you to send your program. Use the arrow keys or the mouse to move between fields — the tab key is not interpreted properly. Each of the fields in the form is discussed in detail below:
 - **PID:** Enter your university PID (this is the same name you use when you connect to the university network or check your e-mail). This must be your original PID, not an e-mail alias. (Note: don't include `@vt.edu`)
 - **Password:** Type in your PID password (this would be the same password you use to connect to the university network or check your e-mail). As you type, each letter of your password will appear as an asterisk (*). This is done to hide your password from the sight of anyone who might be watching over your shoulder. Be careful that you type it correctly.
 - **Student ID:** Your social security number.

- **Section:** Click your mouse inside this field to get a list of class sections and index numbers. Make sure you select the correct time, instructor, and index number for the class you are enrolled in, or your program will be rejected.
- **Project Number:** This is the number of the programming assignment. For example, if you are making a submission for the third programming project, enter "3" here. This is *not* the number of submission attempts you have made for this assignment. Choosing the wrong number may result in the rejection of your submission, or in your getting a very low score for the wrong assignment.
- **Program File:** Fill in the file name for your program. You can also select the "Browse" button to visually search for the file. Be sure you send the correct file. If not, you'll waste a submission and receive a zero.

The resulting window should look something like:



The screenshot shows a Windows-style application window titled "CS 1044 Grader Client". The window contains a form with the following fields and controls:

- PID:** A text box containing "johokie".
- Password:** A text box containing "*****".
- Student ID:** A text box containing "123-45-6789".
- Section:** A dropdown menu showing "5316 Barnette 12:00 MWF".
- Project Number:** A text box containing "1".
- Program File:** A text box containing "D:\TestFiles\pay4.cpp".
- Buttons:** "Quit" (disabled), "Submit", and "Browse..." (next to the Program File field).
- Status Messages:** A scrollable text area containing:
 - 1) Fill out the above information.
 - 2) Click on the 'Submit' button.

4. **Submitting:** Once all of the above information has been entered, click on the "Submit" button. This will send in your program for automated grading, provided that all of the information you typed in is correct. Four things will happen when you press the "Submit" button:
- A. Your PID and password are checked for authenticity. If you entered your PID or password incorrectly, you will get a dialog box with an appropriate message and be asked to check the spelling of your PID or re-enter your password. For example:



This check is done using the Virginia Tech campus e-mail server. Occasionally you may get a dialog box indicating that the Authentication Server is unavailable:



If this happens, check your network connection (for example, try viewing the Grader web page). If that works, the e-mail server is probably either down or refusing connections because the system load is too high. Wait a few minutes and try again.

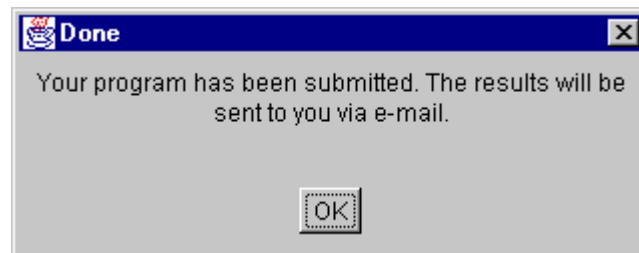
- B. *Submit* connects to the automated Grader server. If you get a message saying a connection can not be made:



check that your communications software is running and is connected to the university network. If your computer is on the network and you still get a connection error, the Grader server or some other university network device might be down. Try again later.

There is one other known cause of a connection failure at this point. If you are using a 16-bit network connection, such as the 16-bit Trumpet Winsock provided with the old WNet software, then *Submit* will not operate correctly. In this case you will have to either submit your program from the Computer Science Undergraduate Lab or switch to a 32-bit connection; the simplest solution is to obtain and install the current VTNet software package (after all, it's free).

- C. Once a connection has been made, *Submit* will send your ID number, PID, section number and project number to the Grader server. The Grader will check to see if your ID number and PID match the roll file for the specified section. If they don't, you will receive an e-mail message from the Grader indicating the problem and your submission will be rejected. If everything checks out properly, *Submit* will send your program over the network to the Grader server where it will be automatically graded.
- D. After the Grader server has received your program, it will disconnect from *Submit*, which will display the dialog box below:



At this point your submission is complete, and you can quit *Submit* by clicking on the Close "x" button in the upper right-hand corner of the *Submit* window or the "Quit" button.

5. **Getting Results:** The Grader server will automatically run your program, test it, and compute a score. It will then send you an e-mail message containing your score, the input data used for grading, the output generated by your program, and what the correct output should look like. If your program runs correctly, the right output should match your program's output. See the section How the Grader Scores Your Submission for further discussion. Under normal conditions, the e-mail message should be sent within a few minutes.