

Submitting Work

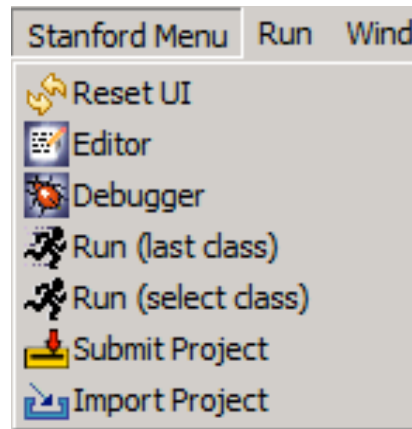
Based on a handout by Eric Roberts

Important note: Please do not submit an assignment until January 16th, as your section leader may not be assigned prior to that date.

This handout provides a little more background on submitting work. Remember that all assignments are submitted electronically through Eclipse. Whether an assignment is submitted on time is determined by the time we receive your electronic submission, which is timestamped in the submission process. That time is based on the time on the server that receives the assignment, so it pays to submit things with a few minutes to spare, particularly if you discover that your computer's clock is running slow.

Submitting your assignments electronically

The Stanford version of Eclipse makes submission a relatively painless process. All you need to do is select the **Submit Project** entry under the **Stanford Menu**:



Once you select this option, Eclipse will bring up a dialog box asking you for additional information. Here are the steps you should follow to submit your project:

1. Enter your SUNet ID and password, and then click on the **Authenticate** button.
2. After you are authenticated, click the **Next >** button.
3. You should then select the assignment that you wish you submit (by clicking on the assignment number to highlight it), and again click the **Next >** button.
4. You will then be asked for the project you are submitting, at which point you can click the **Browse...** button, which will bring up a list of the current projects open in Eclipse. You should select (by clicking on) the directory containing the project you wish to submit, so it is highlighted. Then click the **OK** button.
5. The name of your project should now appear in the box labeled "Project:". You can now click the **Finish** button to submit your project. It may take some time for your project to be fully submitted. (Note that you *may* be asked to submit an anonymous log of your development progress for research purposes. This

- requires no extra work (other than checking the appropriate box when you submit your assignment) and is purely optional (it has no impact at all on your grade)).
6. Once your project is submitted, you will get a message congratulating you on your successful submission. Click the **OK** button, and you're (almost) done!
 7. Confirm that your files were properly submitted. You can view your submission on the Paperless website (<http://paperless.stanford.edu>). This will show the files your Section Leader will see when grading your submission. **You are responsible for double-checking Paperless to make sure that your files were submitted properly. Always double-check!!**

In many cases—and particularly here in the case of Assignment #1—the project file will contain the source files for all the problems, so that a single submission is sufficient to deliver all the files. You may, however, make new submissions by invoking the **Submit Project** mechanism additional times. Your section leader will receive only the most recent submission.

The project you submit must contain all the files necessary to run your program. These files will typically be **.java** files containing programs. However, particularly if you are extending the program (say, because you've added some extra features in search of a + or ++ score), you may also have some image files or audio clips that are part of the submission as well.

Make a backup copy of your assignment

Although we work hard to keep track of all the assignments that come in, the fact that CS 106A has so many students and such a large staff means that assignments have sometimes not been received as expected. If your assignment goes missing, you will need to resubmit. To make resubmission possible, **you are responsible for keeping a backup copy of your work.**

As a side note, if you have a personal computer, it is always a good idea to have back-ups of the files on your hard drive. For example, you may want to back-up your files on an external hard drive, a zip/thumb drive, or use an on-line storage service such as Dropbox.