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CS 106AP

Assignment Revisions

This handout explains how to submit revisions for your assignments. Like assignments, revisions should be submitted electronically through Paperless. For each assignment, there will be an optional assignment on Paperless titled "(optional) Assignment X Revisions" (where X is the number of the assignment you're submitting revisions for). You should submit your updated files there; **do not re-submit the assignment under the original Paperless assignment**. Figure 1 below shows an example of where you would submit your revisions for Assignment 1. The required code files will be the same as those on the original assignment, plus an additional `revisions.txt` file.

Figure 1: The optional revisions assignment on Paperless where you should submit your updated files for Assignment 1.

As a reminder, your revisions for each assignment must satisfy the following requirements:

- **Submit all of the program's code files, updated to fix any bugs**: Please make sure to re-submit **all** files, even if some of them did not require any updates. For example, even if you only made changes to the Checkerboard and FillPothole problems on Assignment 1, you should still re-submit CollectNewspaper, ColumnBuilder, and Triple.
- **Write doctests to catch the errors you originally missed**: If your code included a logic bug that missed a particular edge case, you should add the appropriate doctests to your functions that would have helped you catch bug (and to show that your code now satisfies those requirements). **The exception to this bullet point is Karel: since we did not learn doctests for Karel, you are not required to submit tests for Assignment 1 revisions.**

- **Do not introduce any new bugs**: In order to gain credit back on the assignment, your revised programs should not still be buggy. This means that if you fix a bug pointed out by your section leader, your updated code should not create any new issues in the program.
- **Include a `revisions.txt` file that succinctly describes the changes you made**: To demonstrate your understanding of the previous bugs in your program, write a brief summary of the bugs that were originally in your code, the changes you made to fix them, and the tests that show the bugs no longer exist (if applicable). Please do not copy-paste your section leader's feedback when summarizing the bugs.
- **Turn in the revisions within three days after the following assignment's on-time due date**: On every assignment, you will receive feedback from your section leader (as well as your grade) before the next assignment is due. As a result, revisions must be turned in within three days after the next assignment's first due date. For example, if Assignment 2 has it's on-time deadline of July 10, any revisions for Assignment 1 must be turned in by July 13 at 11:59 p.m.

Please note that you may only submit assignment revisions if you received below a ✓ on functionality on your original assignment (✓-, -, or --) and if you submitted your original assignment by the extended deadline. While we want to give everyone the opportunity to demonstrate improvement and learning, we also want to encourage you to submit your assignments on time to avoid having anyone fall behind in the class. **Your updated grade (both functionality and style) will also be capped at a ✓.**

A member of the course staff (who may not be your normal section leader) will grade your revised assignment, but if you do not meet the above requirements, <u>a higher grade is not necessarily guaranteed</u>. Please contact the Head TA with any questions about assignment revisions.