Projects or Short Problems?
This document describes your final project. Your last assignment is to do either the AcesUp™ card game project, or a set of three short problems. If you choose the short problems, you will see there are 3 groups: A, B and C. You need to do at least one problem from each of the first two groups. These are discussed in much more detail in the “short problems” project handout.

Checkoffs
There will be three checkoffs (0, 1 and 2) in your lab, worth 2, 4 and 4 points each, which compromise your project multiplying factor, as explained in the “Grading Guidelines” section below.

Relevant due dates for the project are as follows.

Checkoff Zero
By midnight Friday you must go to the Grades page on the web site and make sure your partner’s ID number (if you are working with a partner) and your choice of project are in the grade database.

Checkoff One
In lab Tuesday, August 7, you must display significant progress on the project: some functions coded and tested, with a fairly detailed plan for proceeding on the rest. If you chose AcesUp™, you need to show your TA that you completed one-third of the project (see the AcesUp™ handout for details). If you chose the short problems, you should have finished one problem.

Checkoff Two
In lab the week of Thursday, August 9, you should show your TA that you are at least two-thirds of the way finished.

You should submit your project by the end of lab (6 pm) on Tuesday, August 14. You may submit it early for extra credit or you may submit it late and lose some points, as discussed below. In any case, you must turn the project in by 3 pm on Thursday, August 16.

Submission Guidelines
You will be penalized for a late submission. Missing a checkoff costs all the checkoff points that week. Missing the final deadline costs 2 checkoff points per day. The project will not be graded face-to-face. Instead, you are to deposit an envelope containing your submission into boxes labeled “Aces Up” and “Short Problems” in lab on August 14. You can earn one extra-credit checkoff point by submitting your project a day early (before lecture on Monday, August 13).

Your envelope should be labeled in the upper-left with:
- Your name and your partner’s name
- Your Lab TA’s name, Lab day and time, as well as section.
- Your email address and your partner’s email address (if you have one) in case we need to contact you about anything.

- Whether these should be run under MacGambit or DrScheme
- Your envelope should contain:
  - A printout of your program including tests
  - A general overview of how all your functions fit together (a paragraph or two)
  - A brief printed description of how to run your program. We will assume you run Aces Up by typing (play-game)
  - A NAMED disk with (for AcesUp) a single program file called acesup.scm and tests stored in the files isolation and overall. For Short Problems, you will have three files that each are named after the problems you chose (e.g., a1.scm, b2.scm and c3.scm) that, when loaded, defines all the functions needed to run the program. You may use either MacGambit or Dr.Scheme to code your project. Do not use Microsoft Word to create any documents you submit on disk. All files on your disk should be in plain text format as saved by Dr. Scheme or MacGambit.

Grading Guidelines
The project is worth 40 points, providing 10% of the points on which your course grade will be based. A student must do the “Aces Up” project to be eligible to get a course grade of A—or higher, although doing the project does not guarantee you an A. A student who chooses to do the small problems as a project is eligible for a highest grade of B+. Up to 20 points will be awarded for project correctness and adherence to specified turn-in procedures; up to 20 points will be awarded for displayed correctness (test cases), readability, and the general case you make that your program works correctly. The project checkoffs, instead of providing points toward your lab grade as was the case earlier in the semester, will contribute toward a factor by which your project grade will be multiplied: the points your project earns will be multiplied by the fraction of the checkoff points you earned before being counted toward your course grade. (For example, if you earn 8 out of the 10 points for the three checkoffs (0, 1 and 2), your project grade will be multiplied by 8/10 before being included in the course grade computation.) You can earn one extra-credit checkoff point if you turn your project in two days early; thus, your maximum multiplicative factor is 11/10 (i.e., up to 4 potential free points).

Readability includes comments, indenting, sequence of functions in your file, appropriate use of Scheme (coding style), and choice of names for functions and their inputs. Some readability guidelines: Functions that deal with the same kind of structures should be together in your file, so that they are easy to find. Rather than using a cond with a zillion conditions, you should probably use assoc with a table.

In general, your comments should include an overview of how all your functions fit together. Appropriate test cases are described in each project writeup. Also test your component functions in isolation, to provide more evidence that they will work together correctly.
Rules Governing Groups
You are strongly encouraged (though not required) to do the project with a partner. If you would like a partner but don’t know anybody, send e-mail to cs3@cory.eecs.berkeley.edu by Friday afternoon and tell us your student ID number, which lab you attend, and which project you are going to do. You may have at most one partner (i.e., maximum two persons in a group); groups of three or more are not allowed (except for small problems – a group of three people must do five small problems). A group should turn in only one solution (but make sure both your names and lab sections are on it!). The students in a group need not be in the same lab section. Both partners will receive the same grade.

Every year there are a few “delinquent” students who do nothing and rely on their hard-working partner to finish their project for them. We have two thoughts: First, make sure you choose a partner you trust. Second, if you find your partner is delinquent, see your TA. It is not unheard-of for TAs to grant “divorce” requests filed from the hard-working partner when the delinquent partner did not shape-up after a TA warning. In these cases, the delinquent partner is required to turn in a unique project with no code taken from the hard-working partner. The delinquent partner typically fails the project, seriously affecting their class grade. Summary?

Pull your own weight!

Turning in unacknowledged code not written by members of your group or supplied by us constitutes cheating. It will be penalized by a grade of F in CS 3 and referral to the Office of Student Conduct.