Lab Purpose and Procedure

The purpose of this lab is to give you a bit of programming experience that will help make you more prepared for your assignments, and will lay out a good foundation for the rest of your time in Computer Science here at Clemson. We will practice programming constructs and conceptual ideas, also allowing you a bit of experience working in a Unix environment. To get the most out of your lab experience, you should always feel free to ask your instructors any questions you might have. First and foremost, this is a setting in which to practice what you discuss in the lecture portion of the class.

The lab homepage is your central repository for course resources, as well as the listing of laboratory assignments. You are encouraged to read through the lab assignment (located at the link at the top of the homepage) BEFORE coming to lab, so that you have a general idea of what we will be covering.

Lab Policies

Attendance: Attendance is mandatory. This means that you arrive on time for the beginning of lab and stay either until the lab is over or until you have submitted your work and confirmed its receipt by one of the lab instructors. If you need to miss a lab period (for a good reason), you must receive permission from one of the lab instructors before the lab period would begin; note that such permission is not guaranteed. Any work missed must be made up by the new deadline set by the lab instructor. Unless otherwise instructed, you should attend the lab section in which you are enrolled.
Participation: Participation includes (but is not limited to) physical presence for the duration of the lab period (or until you are excused by the instructors), use of this time to complete the lab assignments, and coming prepared to class. *This means bringing any and all materials needed to complete the lab, including lecture notes, laptop, etc.* Also, you should avoid IM’s, texting, phone calls, and idle chatter.

Submission of Work: The deadline for all lab work is 24 hours from the end of the lab period. Late submissions will not be accepted. Work should be submitted via the submit utility as described in each lab. Other forms of submission (email, etc.) will not be accepted. The lab instructors are not responsible for mistakes in the submission process; confirming receipt is your responsibility. Submissions by students who do not attend lab will not be graded.

Grading: The lab grade contributes as a portion of the lecture grade as determined by your lecture professor. Each lab is graded on a 100-point scale, and a standard average of grades (over 13 labs) will be returned to the lecture professors at the end of the semester. Letter grades are assigned on a 10-point division (A=90-100, B=80-89, etc.). Grading for each lab is based on participation and correctness of code and results. There will be no regrading of labs. Grades to-date are available through the Blackboard system.

Communication: The lab website, found at [CPSC-101 Lab Homepage](http://example.com) is the primary source for information regarding the lab. However, students should also regularly check their CS account email (or have it forwarded to a more suitable account) for communications from the lab instructors. Students are encouraged to email/visit the lab instructors with questions on the lab or course work.

Collaboration, Plagiarism, and Academic Dishonesty: Collaboration is allowed within the boundaries set by the lecture professor. In general, this means that you are allowed and even encouraged to discuss concepts pertaining to the lab assignments, but you learn programming best by doing, so do not become reliant on others to do your work. Lecture class assignments are assumed to be entirely your own work, and should not be discussed with other students. Please refer to the [Clemson School of Computing Academic Honesty Page](http://example.com) for more information on what constitutes cheating. Penalties for academic dishonesty will be conferred by the lecture professor.