Guidelines for Assignments and Labtasks

Please observe the following guidelines when submitting source code for your assignments or labtasks:

- JDK Compliance: Use Java version 1.5 for all your source code. You can set the Java compliance level in Eclipse by going to

  ```
  Project > Properties > Java Compiler
  ```

  select "Enable project specific settings" and set the compiler compliance level to 1.5. Java 1.6 differs here and there from 1.5, for example it allows a class to "override" a method in an interface, while in Java 1.5 you can only override methods in superclasses. This has lead to many compile errors in assignment 3 and the labtask 1.

- Typos and syntax errors: Make sure you have no typos or syntax errors in your code ! Writing code is different from writing essays. When your essay is not 100% cristal clear or has some typos, the teacher can probably still understand what you want to say. If you program has typos or some errors, the Java compiler CANNOT figure out what went wrong, so it will just crash. So again, you are responsible to submit programs that compile and run.

- Interfaces: If your class implements and interface, it has implement all method indicated by the interface (including the correct argument type). Otherwise your program will not compile. Remember that implementing an interface is different in that respoect from overriding the method in a superclass.

- Exceptions: If you override a method, this method can only declare "throws exception" if the parent method is also declared to throw that exception. Otherwise this also leads to a compile error. Can you think why?

- You are free to change the code stub that we give to you, e.g. you can specify some helper method or extra variabels. BUT this applies only to those files that you later submit to us! You cannot change anything in the other files because obviously your code will not work anymore when we try to run it. So only modify those files that are for submission and always make sure they "play together" with the rest of the framework, i.e. the signature of the public methods and fields of that class cannot change.

- Package: Do not change the package name or add import statements for classes that are not in the Java API. Example:

  ```
  import myPackage.myFileThatWillNotWorkOnSunfire;
  ```

- Run and test your code before you submit: Dont submit a program that you have never ran before. Run it with a few test cases on your own machine first before you submit. This will help you rule out most of the bugs that I mentioned above and you will see your error rate drop significantly (and hopefully see your scores rise significantly, too). If you are unsure how to write test cases, take a look at the $*$Test.java files that are in the solutions for Assignment 3 and Labtask 1.

- Ask for help: If you think you can need help, just ask for it. Ask your peers, form study groups, post and exchange information on the forum or ask your tutor.