ECE G205, Fundamentals of Computer Engineering
Fall 2004

Homework Notes

The following are guidelines for submitting your homework.

1. Homework are due in class on the specified date. Turn in what is completed by the deadline for partial credits. *No late submission will be accepted.* ("No shows" will obtain 0 points.)

2. If k is the total number of homework assigned, at least $\lceil \frac{k}{2} \rceil$ of the homework have to be turned in for passing the class with more than a B.

3. All submissions must be your own work. Identical, or semi-identical assignments will not be accepted.

4. Only homework returned in a 9in $\times$ 12in envelope will be accepted. (If you cannot find such envelope, ask the Instructor.) Please, write your name and the class name (ECE G205) on the envelope (write clearly, please).

5. When questions are asked that do not require executable codes (i.e., programs code and executables) write your answer in the homework that has been handed out. You will be graded not only on the correctness of your answer, but also on the clarity with which you express it. **Be neat**.

6. When problems are given that require *program codes and executables* a print-out of the code should be turned in by the due date to the instructor, and an e-mail should be sent to the TA containing:

   - the code (text file, .cpp), and
   - the executable (clearly specify in the e-mail in which platform the executable runs).

   The name of these files should be the FIRST LETTER of your NAME + your LAST NAME followed by the extension .cpp for the code and NO extension for the executable (e.g., sbasagni.cpp and sbasagni).

   It is important that the Windows executable is renamed to remove the .exe extension since the ECE firewall blocks .exe files and the TA will not be able to receive it.

   Finally, for those who use Windows, at the end of your main program, please, add a line that ask the user to input any character to proceed. This has the effect of keeping the window of your program up, giving to the TA the possibility of checking the output of your program.