

Programming Assignments

This is a programming course and the only way to learn programming is to set down and do it. There will be four programming assignments. The programs are designed to teach you how to design and write a program. Do your OWN work. Copying all or parts of someone else's code will not teach you how to do it, then you will be lost when you are ask to do it on a test or at your work. (Plus if I catch you - both of you will get an 0 on the assignment). Start working on the program as soon as the assignment is made. The labs get rather crowded, especially toward the end of the semester. Before you attempt to code the program, do the design work using a flow chart or pseudo code. Do NOT just set down and try to write the program. This is how "spaghetti code" programs are written. It is very hard to get this type of program to execute successfully.

Help on Assembly programs is hard to find. I will be glad to assist you with your unsolvable problems. I do expect you to attempt to solve the problem yourself before asking for help; this includes desk checking **and using the de-bugger**. To get help with your Assembly programs, send me an email and explain the problem you are having. Attach your source file (the **.ASM**) to the email as a file (do not insert it into the body of your message). I will look at your problem and send you a reply (usually the next day). I will help you solve your problem - I will not write the program for you.

The programs will be due approximately two weeks after they are assigned. Programs turned in after the due date will not be accepted *except in the case of a formal institutional excuse*. The programs are to be submitted on a 3½ inch HD floppy disk. On the label outside the disk, write your name, student id. number, and the class number. The floppy is to contain:

A file named **ID.TXT** containing your name, and student id.

You may use a different disk for each program or you may keep all of them on one disk. If you keep all of your programs on one disk, make a folder (subdirectory) for each program labeled PGMn (where n = the program number). All files for that program are to be kept in its folder.

In each folder place the following:

The source file for your program. It is the file named **PGMn.ASM**.

All input files required by your program.

All output files produced by your program (including **.LST**).

The disk will be returned to you with a file added called GRADEn.TXT. It will contain the grade for this program and any comments I may make on the program.

Do NOT submit a disk with all files for all programs just lumped together. Do **NOT** put any files unrelated to this class on the disk. Delete junk data sets from the disk.

Back up your disks frequently. Always keep a copy of the disk you turn in. Keep your program on a floppy disk. Do NOT write it on the hard drive at the school (where anyone can copy it). Do NOT lend your disk to your buddies - they may like your program better than theirs. (Then you **both** get a zero).