Assignment Submission Instructions

- The first thing you need to do after accepting your assignment is to create a development branch in your repository. The easiest way to do this is in the browser. You MUST do all your work in the development branch. This means your *commits* are to the development branch, and you *push* to the development branch.
- As you develop your assignment, you should make commits to your local repository regularly. I would also strongly encourage you to push your local repository to GitHub when you reach certain milestones (i.e., implement a function, complete a given portion of the assignment, refactor a portion of code, ...). This provides a backup of your code in the cloud. You must do at least one push to the remote repository so that your assignment can be graded.
 - 2-Pager of Git Commands
 - List of Git Tutorials
- Refer to the class schedule for the specific dates and times your assignments are due. If the schedule does not indicate a time, the default deadline is **Midnight**. You must timestamp all submissions at the remote repository and complete them by the due time plus one minute (e.g., for a Midnight deadline or when no time is specified, complete submissions by 12:01 AM; if due at 3:00 PM, then by 3:01 PM). Initiate a *pull request* with your final version to submit your assignment. Instructors will use this version for grading and will attempt to add comments and include the grade directly in your code [subject to course size]. They will then merge the graded assignment with your main branch.
- See syllabus for Late Work Policy.
- All files that you create or make changes to during this course must contain the following doc-box:

Listing 1: Required DocBox for any Files You Write or Modify

failure to include this doc-box will result in a lowering of your grade on the assignment. This is really about certifying your code is indeed your code.

• Documenting your code is part of the process; example approach to documentation can be found in the Google C++ Style Guide.