

Tips for Success!

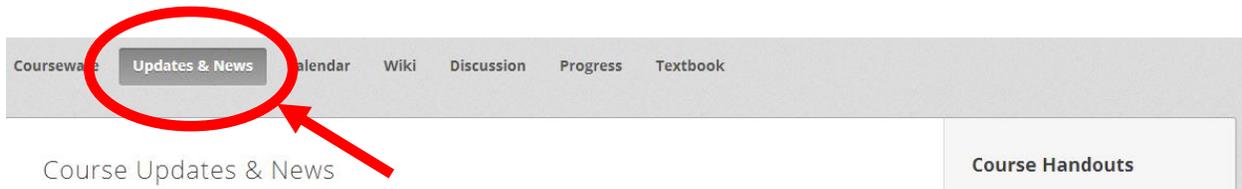
Deadlines are stated in the UTC/GMT timezone – IMPORTANT!

Please be aware of this for your first assignment and use a time converter to make sure you submit your assignment before it is due. We cannot offer extensions. Here are a couple of well-known time converters:

<http://www.thetimezoneconverter.com/> or <http://www.worldtimebuddy.com/>

Visit the Updates & News page often

This is the fastest and best way the staff has to communicate important changes to the course. For example, the assignments and lecture release dates are not always in sync, and this page will announce when they become available. In addition to new content, this page will also announce deadline changes, clarifications, corrections, etc. Visit this page at least once a week.



Start early and practice

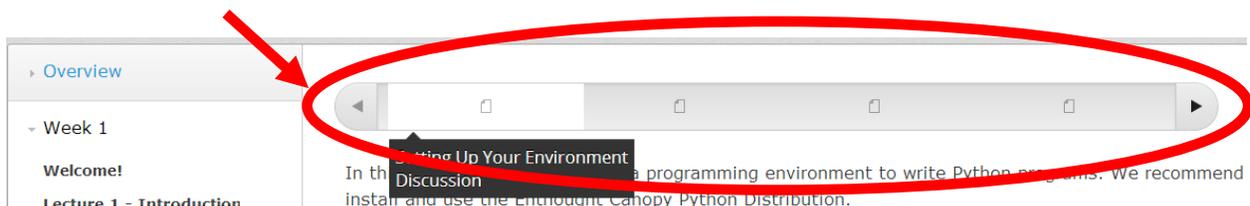
As with anything else, we highly recommend you practice coding whenever you have a few minutes. Even if you are just modifying available code, it will be incredibly beneficial. This practice will allow you to become familiar with Python in small increments and the information will seep in. Now, starting assignments will not be as daunting.

Grader downtime

It is possible for the automatic graders to go down, especially when there are many people trying to submit code for grading. We may offer extensions on assignments or exams in the cases of extreme grader downtime, but cannot guarantee this. This is why we highly encourage you to start on your assignments early. Even if you just read them over when they are released, that will give you a great advantage.

Multiple parts to assignments

A Problem Set may have more than one part to submit. Navigate using the film-strip-like bar at the top of the page to go from one component to the next. This is no different than how you have been viewing the lectures and finger exercises.



The grader marked your code as INCORRECT

If you submit code to the grader (by clicking Check) and find you get an Incorrect from the grader, use the "See Full Output" link to the right of the red "X Incorrect". This will show you the test cases that ran. It will print what your code outputted and what the correct answer code outputted. They must match exactly, so:

- check spaces
- check capitalization
- check general formatting
- re-read the problem specification

Finger exercises may be submitted as many times as you want, so if you get an answer wrong, try again! Problem Sets have a limited number of attempts so make sure your code is correct (in your own development environment, like Canopy or IDLE) before you submit it.

Infinite loops in your programs

If you accidentally created an infinite loop and your program sits for a few seconds without printing anything out or terminating, restart the console.

- You can do this in Canopy by click **Ctrl + .** (Ctrl key and the period on your keyboard). Or go to the menu Run -> Restart Kernel. If this doesn't work, restart Canopy.
- You can do this in IDLE by clicking **Ctrl + F6** or by going to the menu Shell -> Restart Shell