1E3 Coursework  
Pair programming labs

Coursework contributes 20% to the 1E3 mark. The coursework component consists of about 20 practical exercises which you will complete at the weekly laboratory sessions. Marks will be awarded by the lab assistants before you leave the session. You must ensure that your work has been marked before you leave. Attendance at labs is compulsory, and the mark serves as evidence of attendance.

When you have completed the exercise and tested it demonstrate it to a lab assistant who will award a mark for it.

**Pair programming:**

You will complete programming exercises in pairs. “Pair programming” involves two people sitting at one computer, both actively engaged in designing and writing the code. One person (the driver) will be in control of the keyboard and mouse, while the other (the navigator) watches, reviews, corrects and directs. Roles are switched regularly. Pair programming is becoming popular in industry software development settings, and has also been used successfully in introductory programming courses to increase participation, reduce dropout levels, and improve learning. See links on the 1E3 page for more information.

For 1E3 you have been paired with someone in your lab group (see web page). Pairings will be changed each term. You must work with your partner as a pair programming team at each 1E3 lab session. Switch roles (driver/navigator) when it suits but at least twice per session. With pair programming no code not written by the partnership should be included in the final product. Lab assistants will be checking that both partners are actively engaged in the exercise and will be asked to deduct marks from either or both partners for lack of engagement in the pair programming process.

**Cooperation and collusion:**

The following are considered cooperation and are acceptable –
- discussing the exercise with classmates or others,
- seeking assistance from lab assistants, and of course
- working closely with your partner.

It is also acceptable for one of a pair to arrive at a session with an initial design, or scraps of code, but these must be reviewed and adopted by the partnership.

The following are considered collusion or plagiarism and are not acceptable –
- viewing solution code produced by anyone other than one of your pair,
- splitting the work in half between you,
- one of the pair doing all the work (except where a partner is missing in which case they should not be credited with the work),
- any other use of code not produced by your pair in a pair programming session.

Plagiarism (passing off someone else’s work as your own) is a serious academic offence, and will be reported in line with College regulations.