
COL1000: Introduction to Programming

Lab Conduct & Academic Honesty

1. Devices

Phones, smartwatches, earphones, tablets, pen drives and any other personal electronic device are **not permitted in the lab**. Keep them switched off and in your bag — not on the desk, not in your pocket, not face-down beside the keyboard.

A device on your person during a lab or lab exam is treated as a violation on its own, regardless of whether it was used.

2. Printed material

You are welcome to bring printed reference material into the lab. Since there's no internet from Week 2, having something to look syntax up in is genuinely useful, and we'd rather you had it.

Allowed:

- Textbooks (Guttag, Downey, or any other reference)
- Printouts of the lecture slides
- Syntax sheets, cheat sheets and reference tables
- Your own handwritten or printed notes

Not allowed:

- Printed solutions

The distinction is between *reference* and *answers*. A page explaining how `input()` behaves is reference. A page containing a finished solution to the question in front of you is not, and bringing one in is treated the same way as any other form of copying.

If you're unsure whether a particular printout is on the right side of that line, show it to a TA at the start of the session.

3. Leaving the lab, and the room while you're in it

Do not leave before your attendance is marked and your viva is done. Every lab ends with a short check by a TA — they'll look at your work, ask you a question or two about it, and mark you present. Leaving before that means the session doesn't count for you, however much you got done.

Once attendance and viva are complete, you're free to go. There's no requirement to sit out the rest of the slot.

You're welcome to stay and keep working or experimenting. If you do, two things:

- **Please don't disturb the students still working.** Keep discussion among yourselves to a minimum. People around you are concentrating, some of them on their first ever program, and TAs need to be audible across the room.
 - **Don't help each other by taking over a keyboard or a screen.** There are plenty of TAs available — point your neighbour at one of us instead. It's better help than you can give them, and it keeps both of you comfortably clear of the rules in section 6.
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4. Network access

- **Week 1 only:** limited access, so you can create your Piazza and Gradescope accounts.
- **Week 2 onwards: no network access in the lab at all.**

You will write and test your code entirely in local IDLE, using the test cases printed on your lab sheet. This is deliberate — the course is teaching you to reason about your own code rather than to look up an answer, and lab exams are conducted the same way, so the lab is where you build that habit.

5. Do not try to work around the setup

The lab environment is configured to keep the work fair and identical for everyone. Trying to get around it is treated as seriously as copying in an exam.

Concretely, **please do not:**

- **Bypass any restriction on the machine** or use tools you were not meant to use.
- **Install, download, or move material in or out** of a lab machine or lab account.
- **Use a lab machine outside your allotted slot** to prepare or leave behind work.
- **Access another student's account or files**, or leave your own session open for someone else.
- **Run anything that interferes** with the lab machines, the network, or grading.

If any of this is found to have been done from your account, **you will be heavily penalised.**

6. Your work should be your own

Not allowed:

- Copying code from another student, in whole or in part
- **Letting another student copy your code** — both sides are equally responsible / subject to disciplinary action.
- Submitting work on Gradescope that is not yours
- Having someone else write, dictate or type your solution
- Using any electronic device during a lab or lab exam

Completely fine, and encouraged:

- Asking a TA anything, as many times as you like
- Discussing a *concept* with a classmate — how `input()` behaves, what a `ValueError` means, how a loop works
- Working through the practice material together **before** you sit down to write your own solution
- Using the course website, your own notes and your own earlier code
- Asking on Piazza

7. When you're not sure — ask

If you're even slightly unsure whether something is allowed, ask any TA before you do it. Not after.

8. The official policy

Please refer to the course logistics page for detailed policy.

<https://adarsh-barik.github.io/COL1000/logistics/>

If you're falling behind or something outside the course is affecting your work, tell us **before** it becomes a crisis. A private post on Piazza to the instructors, or a word with any TA, gets you a great deal further than anything else will.