Class announcements may modify instructions or requirements from those listed above.

### How To Turn In Assignments

Assignments are to be turned in on time by emailing the following information to dpurcell@dixie.edu:

- The URL to the git repository containing the code to the assignment
- Optionally the requirements.txt for replicating the virtual environment for the homework
- Fixtures to populate the initial database
- For sake of consistency, use the admin username and password established in the class
- Any additional instructions needed to execute the program

### Grading

- All finished assignments must look presentable. Use of stylesheets in web applications is required.
- Assignments are scored on a scale of 1 to 10, with 10 points meaning all of the assignment’s requirements were met, the app functions correctly, and the assignment was completed on time. Assignments will automatically lose a point for every day late.
- 146 total possible points: 11 assignments = Total 110 points, the final is worth 36 points (approx 25% of the grade).
- Some assignments contain extra credit items that can be completed to earn additional points for the creative over achiever in you.
- As approved on a case-by-case basis, an assignment may be substituted for a different project of the student’s choosing. The instructor needs to approve these projects in advance.