

CS 101 Tutorial Guidelines

Tutorials are voluntary activities where students get to ask more experienced students about the concepts that they are struggling with. While doing so, the tutors in these sessions are to help students with:

- Setting up a proper development environment for Java programming (see related homework assignment)
- Explaining the use of an IDE: How can you create a workspace and a class/file within it? How can you start the debugger and put it into use?
- Concepts that they do not understand: What's the difference between a variable and a constant? What is a method for? How do you construct loops to repeatedly calculate something? etc.
- Understanding what the assignment/lab is asking for: you cannot write a program for a problem if you do not understand it.
- Establishing an algorithm/method for programming the assignment. Tutors in these sessions will give you hints about *how* the task can be accomplished at an abstract level.
- Tutors are **NOT** going to tell you specific sentences to write as part of your program. Nor will they resolve your compile or runtime errors as this is not the right approach to effective learning as detailed in [this document](#). What is acceptable and what is not in programming assignments is nicely detailed in this [Honor Code](#).

Remember that you are to do your programming assignments using this [coding style and grading guidelines](#).

Note to Tutors: In case the labs are not open during tutorial hours, please go to B310 for help.