

Tutor Hours: B240

During tutor hours, tutors will be available to help. They will work with you to get you unstuck when you're not sure what to do next on an assignment. We will be using the Autograder system to manage the queue of requests for help. The Autograder queue will be open during tutor hours when at least one tutor is on duty. To get in the queue, **log into <https://autograder.ucsd.edu/> with your @ucsd.edu email and password. Submit your question as a ticket** using the following tips:

- Give a meaningful question or problem statement in your ticket.
- Try to be as descriptive as possible about the issue at hand. Avoid using statements such as 'code is not working', instead try something like "I don't understand why my code segmentation faults when I change the while loop condition" (don't worry if you don't know what a segmentation fault is, you will learn soon!)
- Be prepared! When the tutor shows up, you should be ready to show the issue you're having, have a test case that doesn't produce the right output, show them a drawing of the situation you're confused about, etc.

Expect to have about 10 minutes with a tutor (or TA or instructor): you probably won't have the solution at the end of the conversation, but you should feel unstuck and ready to try new approaches.

If you are unable to access the autograder, submit a private post on [Piazza](#) to let us know with your name, email, and PID so we can add you.

If you'd like to receive help from a tutor in person, here's how.

1. Using a browser, log into <https://autograder.ucsd.edu/> with your @ucsd.edu email.
 - a. Make sure the selected course is "**CSE 29 - SPR25**".



- b. Click "**Create a new ticket**" and submit your question in the description of your ticket.
- c. Indicate your **location - lab room location and workstation/computer number**.
 - i. The location should be CSE basement lab CSE **B240**
 - ii. If **B240** is full, location can be anywhere in the basement. Use the nearest room number as reference. The room number should be next to the entrance of the room.

- iii. Workstation refers to the specific computer you're sitting at within the lab room. It can be identified by workstation/computer number. This number should be on the bottom right corner of the desktop.
- 2. Once your ticket is accepted, a tutor will come to you.
 - a. Please remain at your specified location!
 - b. If the tutor arrives and you are not present at the specified location, they will either cancel the ticket or move on to the next ticket in the queue.