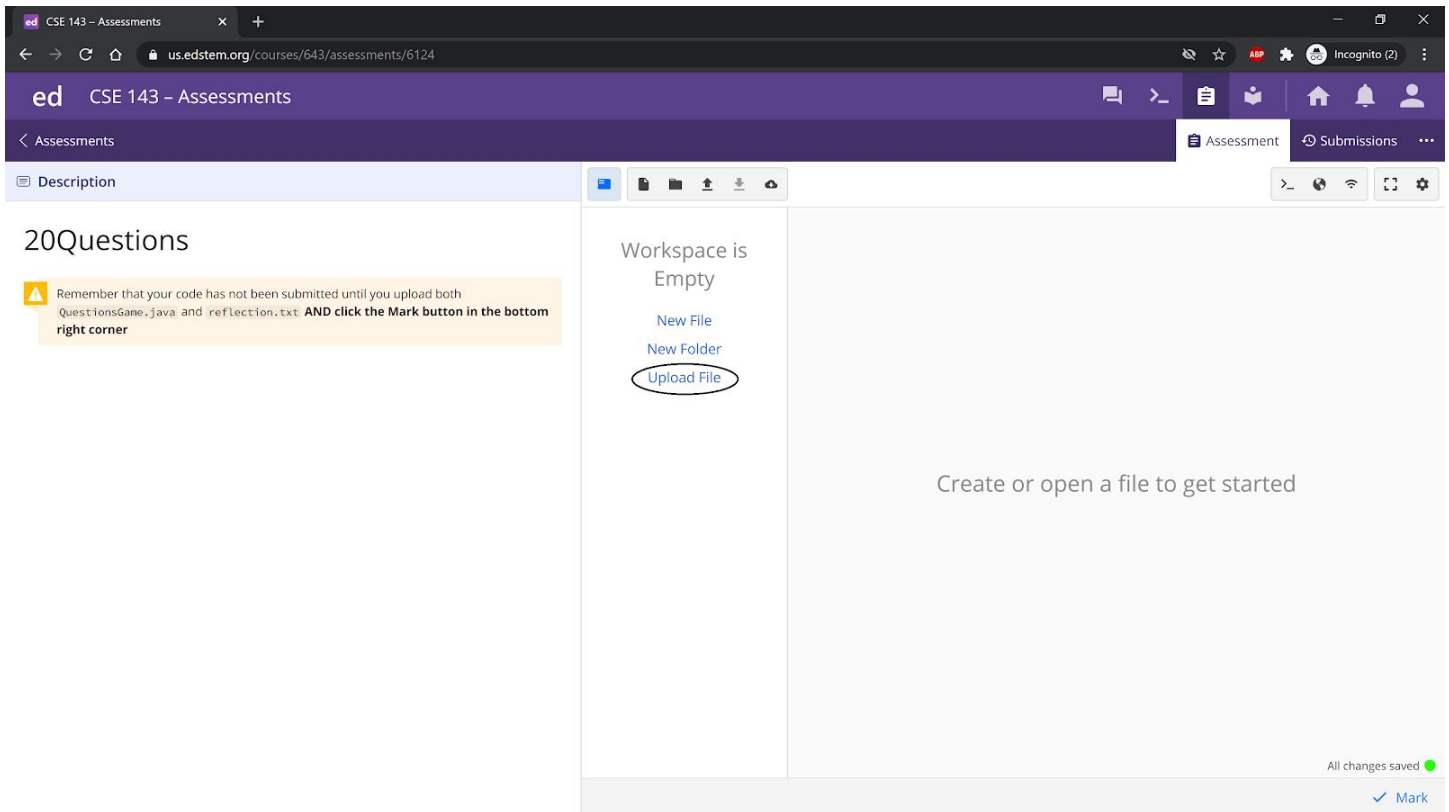
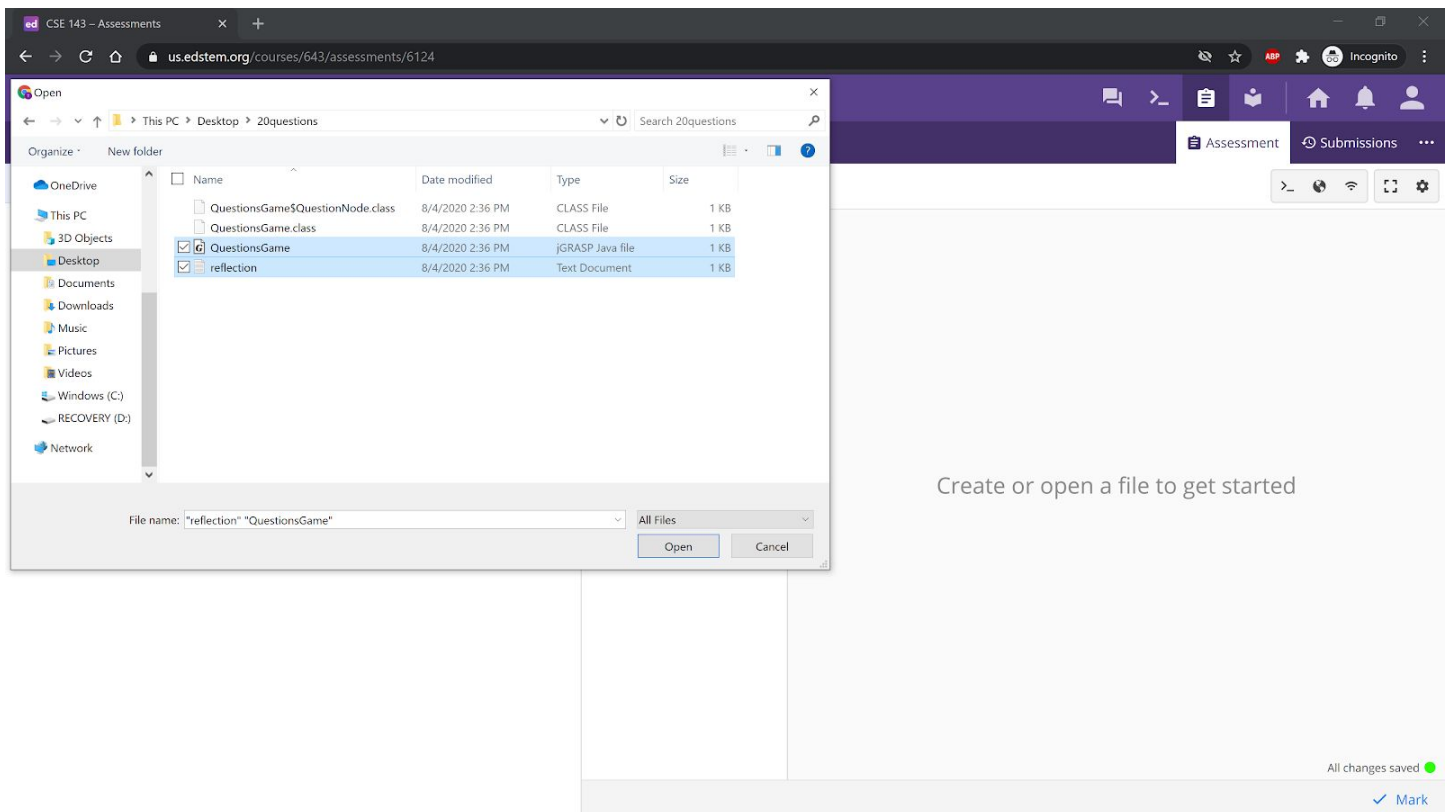


When you first visit the page, it will look something like this:



You can click the "Upload File" to upload your submission files for the homework assignment.



This will open up a pane where you can select your files. You can select multiple files by holding the "Ctrl" button on your keyboard and clicking on both files. You can also upload in two parts if you want to click the "Upload File" button again after you've uploaded one file, as seen below.

The screenshot shows the edX CSE 143 - Assessments interface. The browser address bar displays `us.edstem.org/courses/643/assessments/6124`. The page title is "CSE 143 - Assessments". The main content area is titled "20Questions" and contains a warning message: "Remember that your code has not been submitted until you upload both QuestionsGame.java and reflection.txt AND click the Mark button in the bottom right corner". The interface includes a file manager and a code editor. The file manager shows two files: "QuestionsGame.java" and "reflection.txt". The code editor displays the following Java code:

```
1 import java.util.*;
2 import java.io.*;
3
4 public class QuestionsGame {
5     public QuestionsGame() {
6
7     }
8
9     public void read(Scanner input) {
10
11     }
12
13     public void write(PrintStream output) {
14
15     }
16
17     public void askQuestions() {
18
19     }
20
21     private static class QuestionNode {
22
23     }
24 }
```

The status bar at the bottom right indicates "All changes saved" and a "Mark" button.

Once you have uploaded, your screen should show your files and you can double click on them to check that the contents are correct. If you are satisfied with the upload, **you must click the Mark button on the lower right corner to actually confirm your submission. If you don't press this button, we won't receive this submission.**

The screenshot shows the edX CSE 143 - Assessments interface after the files have been uploaded. The file manager now shows two files: "QuestionsGame.java" and "reflection.txt", both of which are circled in red. The code editor displays the same Java code as in the previous screenshot. The status bar at the bottom right indicates "All changes saved" and a "Mark" button, which is also circled in red.

After you've done this, what you should see is on the left pane, it runs a small test just to make sure that you uploaded your files properly.

The screenshot shows the edX interface for CSE 143 - Assessments. The main content area displays '20Questions' with a warning message: 'Remember that your code has not been submitted until you upload both QuestionsGame.java and reflection.txt AND click the Mark button in the bottom right corner'. Below this, a 'Feedback' section shows a 'Passed' result for test case 1. The test case details are as follows:

TESTCASES	1 / 1 passed
QuestionsGame.java and reflection.txt properly uploaded	✓ 1 point

The right pane shows a code editor with the following Java code:

```
1 import java.util.*;
2 import java.io.*;
3
4 public class QuestionsGame {
5     public QuestionsGame() {
6
7     }
8
9     public void read(Scanner input) {
10
11     }
12
13     public void write(PrintStream output) {
14
15     }
16
17     public void askQuestions() {
18
19     }
20
21     private static class QuestionNode {
22
23     }
24 }
```

The 'Mark' button is visible in the bottom right corner of the code editor.

If you want to check that your code was properly uploaded, you can click on the "Submissions" tab on the top right corner of the page and view your submissions. From here, you can look at your code that you submitted.

The screenshot shows the 'Submissions' tab in the edX interface. The 'Submissions' tab is highlighted in the top right corner. The main content area displays a table of submissions:

#	SUBMITTED	TESTCASES	RESULT
1	a minute ago	1 / 1	✓

Below the table, there is a large area with the text 'Select a submission'.

If you would like to resubmit, you can go back to the "Assessment" pane and edit the code there, or reupload your files. Again, **you must press the "Mark" button to confirm a submission.**

As always, we will only grade your latest submission. **Please email your TA if the first deadline for the assignment (Thursday night) has passed for the homework and you are resubmitting as your TA will have already begun grading.**