

Exercises for Theory and Numerics of Partial Differential Equations

<http://www.math.uni-konstanz.de/numerik/personen/beermann/en/teaching>

Programming guidelines

The following guidelines are mandatory for all programming exercises:

- Programming exercises can (and should) be solved in teams of two persons who both have the same tutor. Should the number of people in a tutor group be odd, an exception can be made for a team of three.
- Each group member has to be able to explain and present the program and its results during the exercise classes.
- All programs have to be well-documented in English by use of the `%` character. In particular, this means:
 - The main scripts have to contain the names and email addresses of all team members.
 - Every `function` has to contain explanations about its in- and output variables.
 - The program should be logically split by use of the `%%` syntax.
- Each script file should start with the commands `clear all`¹, `close all` and `clc`.
- In general, only running programs are considered for grading.
- Programs have to be submitted by email to the corresponding tutor before the deadline specified on the exercise sheet. In case of multiple files, these have to be compressed in an archive.
- For some programs, you will need additional files that can be downloaded under the above url. The according files will always be specified on the exercise sheet.
- For some programs, you are required to write a report about your results. Note that this is *not* supposed to be an additional documentation/explanation of how you wrote your code. Instead, the report should focus on the numerical results and their mathematical interpretation. Naturally, the length of a report is dependent on the exercise, but a good guideline are 1-2 pages. Reports should contain plots and therefore have to be written digitally (`LATEX`, Word, ...)

¹This should be done only for Matlab R2015b or higher, for older versions replace `clear all` with `clear variables` and `clear global` to avoid the clearing of debugging breakpoints.