## School of Computer Science – Coursework Issue Sheet

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| **Session** | 2014/15 | **Semester** | 2 |
| **Module Name** | Advanced Functional Programming | **Code** | G52AFP |
| **Module Convenor** | Graham Hutton |
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| **Coursework Name** | CW1: Noughts and Crosses | **Weight** | 10% |
| **Deliverable**  | Haskell program that implements the game |
| **Format**  | Literate Haskell script |
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| **Issue Date** | 5th February 2015 |
| **Submission Date** | 11th March 2015 |
| **Submission Mechanism** | Detailed in coursework description |
| **Late Policy** | Standard University of Nottingham policy |
| **Feedback Date** | Two working weeks after date of submission |
| **Feedback Mechanism** | General feedback in class, individual feedback in lab |
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| **Instructions** | Provided in coursework description |
| **Assessment Criteria** | Provided in coursework description |