CodeLab

What is CodeLab?
CodeLab is an online program for learning and practicing computer programming. CodeLab is available to you anywhere you have access to the world wide web. It is delivered and supported by a company called Turing's Craft. Their home page is http://www.turingscraft.com . To first get acquainted with the system you can take a short guided tour of CodeLab here: http://www.turingscraft.com/tour.php .

How to Start Using CodeLab
The first 10 exercises in CodeLab are free so you can start doing the CodeLab homework before paying. But first you must register to get a username and password and put yourself on your instructor's CodeLab roster.

REGISTRATION (FOR STUDENTS):
      1) Go to www.tcgo1.com OR www.tcgo2.com
      2) Click "Register for CodeLab"
      3) choose "I am a student in a course ..." and click CONTINUE
      4) enter the Section Access Code:
                    KENY-25380-WWZZ-31
     and click CONTINUE
      5) continue filling out the forms being careful to enter
       a VALID email address and first and last names
       (these will appear in the professor's roster)

LOGIN (FOR EVERYBODY):
      1) Go to www.tcgo1.com OR www.tcgo2.com
      2) Click "Login to CodeLab"

      the username is the email address given during registration
      the password is the password selected during registration

Once registered, students can submit solutions to 10 exercises.
To be able to work with all exercises, the student needs to obtain full access:

  GETTING FULL ACCESS (FOR STUDENTs):
    log in to CodeLab
    click LOBBY
    click the button "Get Full Access"
    follow the directions (options include paypal, ecommerce, check for
            a $2 handling fee, and payment keys)

 Feel free to "play student" and use the above section access code and
registration instructions to see what it's like to register as a student
(use a secondary or even fake email address)-- and see the student
interface (which you will see is just a subset of the faculty one).