Instructions For Students

OVERVIEW:

Getting into a CodeLab course involves two steps:

1. **Registration**: creating a CodeLab account for yourself. You will need a *working email address*--this will become your *username*.

2. **Enrollment**: adding a CodeLab to your account. You will need a **Section Access Code**. This is a string of characters and digits that looks like `WES-YAN-4291-3` but yours will be different. You get the *Section Access Cod*e from your INSTRUCTOR or from his or her web page. Note that this is NOT a code that comes with a book or that you buy at the bookstore— *it is from your instructor*!

REGISTRATION:

To Register:

1. Go to either **www.tcgo1.com** OR **www.tcgo2.com**.

2. Under Codelab, click **Student Registration**.

3. Click the **I am not a robot checkbox** and type in your **email address** twice. Then click **Submit**.

4. *An email will be sent to the email address you entered.*

5. When you get the email (check your spam folder if need be!), follow its instructions. It will ask you to **click on a link in the email** that will take you to a page where you can complete your registration.

6. **Fill in the requested information** (name, selected password, date of birth, country, state and university) and click Submit. Use your **real name** so that your instructor can give you credit for your work. *PLEASE NOTE: We do not save your birthdate-- it used to create a one-way hash code that helps prevent people from creating multiple accounts unintentionally. It serves only to avoid confusion, and is not stored anywhere in our system. [So don't expect any birthday cards from us.]*

ENROLLMENT IN A CODELAB SECTION:

(Make sure you're registered. Go to the registration procedure above if you are not yet registered.)

1. Go to either **www.tcgo1.com** OR **www.tcgo2.com** and under CodeLab click **Login**.

2. Enter the *email address* you used during registration for *username*; enter the password you gave yourself during registration; click **Login**.

3. Click **+Add A Course**.

4. Enter the **Section Access Code** that you got from your *instructor* and click **Next**.

5. Check that the course is the RIGHT one for you--if there are multiple sections in your school, make sure the section number is right. If it's all good click **Confirm**.

6. Read the End-User License Agreement. Really! Read it. It's not legal-mumbo-jumbo, it's understandable. Then, if you want to continue, **check the I accept... box** and click **Enroll**.

7. You're enrolled! Just follow the remaining instructions and buttons-- or, close your browser window and log in from scratch.

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GETTING FULL ACCESS:

Some schools pay for their student's access; other schools have the students pay themselves. If your school isn't paying and *you* have to pay, here is how it works:

1. Initially you are allowed to work on a certain number of exercises for free. There are usually about 10 *freebies*. To go beyond that limit, you'll have to make a payment.

2. Payments can be made by credit card, paypal account, special payment key purchased at the bookstore or in some cases using a special payment key found inside a newly purchased textbook. For an additional $2 handling charge, payments can be made by a check or money order sent via the mail.

3. Until payment is made, you will see the notice on the right at the top of your page. It indicates how many freebies you've used and how many you have left, and it gives you a link to make payment. Clicking that link yields:

    0 out of 10 freebies used: 10 left... or upgrade here

    PayPal Or a Credit Card
    Click the button below to pay $25.00 (USD) for CodeLab using PayPal or a credit card. Even if you don't have a PayPal account, you can still use PayPal to safely pay with a credit card.

    PAYPAL

    Check Or Money-Order
    Click the button below to pay $27.00 (USD) for CodeLab using a check or money-order (includes $2.00 handling charge).

    CHECK/MONEY ORDER

    Payment Key
    Upgrade using a CodeLab payment key that came with your computer science textbook or that you bought separately at your college bookstore.

    PAYMENT KEY

4. Just choose the appropriate option. (Note the exact prices can vary depending on the programming language, the particular CodeLab and the kind of course you're taking.)

Some tips:

Sometimes students need to use someone else's credit card or paypal account (with permission of course!)— if that is the case, please be sure to remind them that you have done so.

Even if you don't have a paypal account, you can use a credit card to pay by clicking the paypal button-- paypal is a very safe way of paying with credit cards-- this way your card information never even comes close to OUR servers, only the highly secured paypal servers. Once in a great while, paypal rejects certain cards. We have no idea why! When that happens, you can call paypal, but probably the easiest thing to do is to borrow someone else's card and reimburse them.

If you make a payment with any of these methods, you should log out, close all your browser windows, and log back in a minute later. You should then have full access to CodeLab-- the beige freebie message should be gone. If this is not the case, contact customer support immediately.