Using WebAssign

What is WebAssign?

WebAssign is web-based homework system that allows you to access your homework assignment, submit answers, and get feedback from any computer with a connection to the internet and a Web browser. You can access WebAssign from the log in page, http://webassign.net/student.html.

Logging in

Username => The 7 numbers from your UCF PID, the username you use to log into Polaris to register for classes. If you don't know your PID, get online and go to http://connect.ucf.edu. Click on the link that says "*Click here to get your PID and NID*" and follow the directions.

Institution => (lower case) ucf

Password => (lower case) physics [*Note that if you have used WebAssign at UCF before, your old password is still valid. If you have forgotten your password, click on the 'forgot password" link on the WebAssign log-in page. For this to work, your UCF email listing will have to be correct. If it is not, make sure your instructor has your correct email address so it can be uploaded into WebAssign.]*

Then click **Submit***

* Read through the directions carefully (95% of problems are solved by following the directions). If you have followed instructions and still can't log in,

- If your email address listed with UCF is correct, you should be able to use the "forgot password" link on the WebAssign log-in page.
- contact your instructor by email. Instructors can reset your password and email it to you,

Note: WebAssign sometimes give an error message that you are not listed in a class. This has nothing to do with UCF registration; it only means that WebAssign doesn't recognize your Username. WebAssign is not run on any UCF computer system. It only knows the information that is uploaded into it by your instructor or the Physics Department.

Once you are logged in, this will bring up your assignments' page.

- The first thing you should do is change your password by clicking on the weblink Change Password and follow the directions on screen. Make sure to choose a password that you will remember and that only you will know.
- Next, register your WebAssign access code by clicking on the here link under announcements and then entering your access code in the box that comes up with the registration page. You must enter your access code by the end of the 2nd week of classes, January 17th 2004. You can purchase a WebAssign access code at the campus bookstore for $10.20 from the cashiers nearest to the textbook section. It comes on a scratch-off card. If you have any trouble, contact Chris Lee in the textbook department of the campus bookstore. You can also purchase a WebAssign Access code from the WebAssign homepage at http://webassign.net and clicking on the *order now* link on the top right hand corner of the webpage. You will need a credit card to complete the online transaction.

Now you are ready to start your first assignment
- The first assignment is typically **Intro to WebAssign for Physics Students**.
- Clicking on Guide will bring up an online manual to using WebAssign.
- Read the Guide before starting the **Intro** assignment
- Complete the assignment by selecting the correct response or filling in the correct answer.
- When you have finished entering your responses, click on Submit and WebAssign will immediately grade your assignment. It will then tell you which problems you got right and which you got wrong. You can rework the problems and then resubmit to improve your score. The number of submissions is set by your instructor.

TIPS ON USING WEBASSIGN

Before you start working with WebAssign, please note the following tips:
- Most standard Web connections should work with WebAssign. We recommend that you use Netscape version 4.5 or later with a 28.8 Kbps modem or better. AOL 4.0 does not work with WebAssign, but AOL 5.0 and later does.

- Bookmark only **http://webassign.net/student.html**. If you skip the log-in page, WebAssign will not know who is taking the assignment!

- Turn on or enable "cookies." WebAssign must check who you are every time you make a request; it does this by passing a cookie to your computer.

- Before starting WebAssign, quit any browsers and open a new copy. If you simply close the browser window or open a new window, login information contained in the cookie may not be yours. Likewise, to prevent losing credit for the work you have done, close the browser when you are finished.

- When working on an assignment, use the navigational buttons provided by WebAssign. Pressing the browser's *Back* button or *Reload* button can cause you to submit an incomplete assignment inadvertently.

- Make sure that your browser has both JavaScript and Java enabled. Some versions of Internet Explorer do not work with the Java applets; for this reason, please use version 4 or later. Not all questions use Java applets, but if you get a question with an applet, make sure you wait until the applet is fully loaded before clicking **Start Animation**.

- **Unless otherwise specified, WebAssign is looking for an answer with 3 significant figures within 1% of the correct answer.**

- The **best way to use WebAssign** is to first look up the assignment and print it out. Log out and work the problems out on paper. Then come back to WebAssign and enter your answers. Keep your written problems solutions in case of difficulties with the system.

- Sometimes you may feel that WebAssign is not accepting the correct answer. Our experience has been that at least 95% of the time, there is an error in the student solution or the student has not used the correct +/− sign. If this happens to you, check through your solution (including round off, unit, and sign errors) and go back through the wording of the problem. If you still feel that WebAssign is not accepting a correct response, contact your instructor and supply them with details on exactly what you did and what you entered.