Problems we had ... with the coastline at Terceira island (PT) and a solution

(special thanks to Skyper)

01. Split the coastline in several parts
   _ JOSM -> TOOLS ->Split ways (P)
   _ read more about way splitting

02. IMPORTANT: now upload each part. (So the different parts get different IDs on the Server!)
   _ read more about Object IDs

03. Distribute different parts of the coastline to different students

04. Each student downloads only one of the ways ... (one object)
   _ How do I download only one object? Here are two possibilities:
     1. choose a minimal Bbox ... that is the area we choose in the download window from JOSM ... and to choose only one object is quite difficult ;-) ) OR
     2. much better download with the Object-ID.
   _ How do I do download with an Object-ID?
     _ First you need the ID of the object to download ;-)
       1. select one part of your splitted coastline with a click (see 01.)
       2. JOSM -> VIEW -> Advanced Info = CTRL+I
       _ or
       JOSM -> VIEW -> Advanced Info (web) = CTRL+Shift+I
       _ and you get the ID from your way ;-) ... nice isn't it?
     _ Then with the ID you can open that object in JOSM as follows:
       JOSM -> FILE ->“download object” in the opening window specify object type: way/node ... and the object ID number

05. Now correct the coastline
   _ moving existing points and adding new points. (as you did it before ;-) ) but make clear not to draw beyond the start/end points of the way nor to move these two points.
   _ If a way gets to many nodes (>1000) just split it.
   _ Note: best but not necessary: Edit mode “Improve Way Accuracy” (only available in Expert mode)

06. save locally (on your PC)
   _ JOSM -> FILE -> Save
   _ not needed but much safer

(07. actualize the modified objects: JOSM -> FILE -> Update modified, to see conflicts very early, and not during upload)
(08. maybe save again ... and continue)

09. finally upload

10. done ;-)