Course Policies

TOPICS

• Personnel and Curriculum
• Grading and Policies
• Resources and Expectations
• Announcements and Motivation

Instructors

Laura Adams – Section 001
- MWF 9:00 - 9:50pm, CLARK A203
- Office: COMSC 248
- Office Hours: M 12-1pm, F 2-3pm
- Email: bf327c@cs.colostate.edu

Chris Wilcox – Section 002
- MWF 12:00 – 12:50pm, CLARK A201
- Office: COMSC 256
- Office Hours: H 11-noon
- Email: wilcox@cs.colostate.edu

Teaching Assistants

- Noah John (GTA)
- Rahul Dutta (GTA)
- Ian Bertolacci (UTA)
- Amanda Carbonari (UTA)

Curriculum

- Programming
  - Java syntax and language
  - data types and control flow
  - class and object usage
  - development environment
- Theory
  - sets and functions
  - logic and proofs
- Architecture
  - computer models
  - data representation
  - memory models
Textbooks

Two required textbooks

- One for Discrete Math
- One for Java

Discrete Math Textbook

- The discrete math text is also required for CS161

Java Textbook

- MyProgrammingLab license not needed!
Hello World

iClickers

- Register your clicker by January 9, 2014
- Need your EID, password, and remote ID
- If remote ID is unreadable, go to bookstore
- Bring the clicker every Friday!

Grading

- Your grade will be based on:
  - In-Class Exams: 50%
    - 1st midterm: 15%
    - 2nd midterm: 15%
    - Final exam: 20%
  - Programming Tests: 10%
  - Labs: 10%
  - Programming Assignments: 15%
  - Math Homeworks: 10%
  - In-Class Quizzes: 5%, with iClicker
  - Java programming and math

Grading Policy

- If you think you have been graded unfairly, visit the cs160 help desk
- If you cannot resolve the problem, email the instructor
- All grades are returned within one week of the due date
- Complaints about grades must be made within two weeks of the due date

Late Policy

- Every assignment lists a due date
  - Almost always on Mondays at noon
  - Full credit requires meeting this deadline
- Every assignment lists a late date
  - Late submissions have 20% penalty
  - After this deadline, no credit is given
- Exceptions only for emergencies
  - Medical emergencies, family emergencies, with document
  - If an emergency happens, email your instructor right away
- Do not miss in-class quizzes!
  - Can submit via email with excused absence
  - Very hard to get right without group help
Resources: where to get information and help

- Web Site (www.cs.colostate.edu/~cs160)
- Lectures
- Labs
- Lab Hours
- Help Desk
- Textbooks
- Office Hours
- Tutors (be careful)
- Lab operators (general questions)

Less reliable resources

- Internet
  - A wealth of information about Java, programming and theory: much of it is even accurate
  - The CS160 web site links to trustworthy sites.
    - For Java
    - For Unix
    - For Eclipse
- Friends
  - May or may not know the material
  - Slippery slope from help to cheating
  - Never allow anyone else to type in code

Academic Honesty

- All quizzes and exams are solo
  - No notes, books, internet, other people
- All assignments are solo
  - You may get help from instructors and TAs
- All labs are solo
  - You may get help from TAs and helpers
- All programming is solo
  - You may discuss abstract concepts with other students, but:
    - Never share or copy code, or let anyone type it for you
    - Never share solutions to math problems
- Know the department academic honesty code!

Lecture Expectations

- Lectures
  - Attend: attendance predicts success
  - Be active, not passive:
    - Take notes
    - Ask questions
  - Be prepared
    - Do reading assignments before the lecture
  - Be on time
    - Lectures start on the hour: at 9:00am or noon
Lecture Expectations (continued)

- Lectures
  - Cell phones off or on vibrate-only
  - If you need to answer, leave the room first
  - No texting, web surfing, or using other apps
- Laptops only for note taking
  - Otherwise, too distracting
  - No audio, video, turn key clicks off!
- No open newspapers, etc.
  - Nothing that distracts or blocks views
- Respect your colleagues
  - No snide or rude comments
  - No extended conversations

Lab Expectations

- Labs have two parts:
  - A presentation by the teaching assistant
  - A working lab session
- Expectations during presentations are the same as for lectures
- For working sessions:
  - Work only on the assigned lab
  - No web surfing, games or other distractions
  - Show completed work before leaving

Lab Expectations

- Use the Linux Lab – COMSC 120
  - Not the Windows Lab – COMSC 110
- Take care of the equipment
  - No uncovered drinks and no food
- There is always a lab operator on duty
  - You can ask them general questions
  - Do not bother TAs when they are not on duty
  - TAs are students too!
- Treat the lab as a professional workplace
  - No disparaging comments or loud/rude/disturbing behavior
  - Professional comportment at all times; respect for others
- Take conversations to the collaboration areas
  - That’s what they are for

Practicum: Accounts

- CS Department machines are not the same as the university’s ACNS machines.
- As a student in this class…
  - Your ram card will open the Unix lab
  - You have an account in the CS Department.
  - Same as the EID that you use to login to RamWeb
  - Password is your CSU ID, should change!
  - You have access to DreamSpark, which provides free software development tools from Microsoft
    - For CS students ONLY
Practicum: Email

- You also have CS department email
- Your address is eid@cs.colostate.edu
- Automatically forwarded to CSU email
- You should read this mail regularly

Motivation

A wife asks her husband, “Could you please go shopping for me and buy one carton of milk and, if they have avocados, get six.” A short time later, the husband returns with six cartons of milk. “Why did you buy six cartons of milk?” his wife asks. He replies, “They had avocados.”

*Reader’s Digest, September 2013*

This is exactly what your Java program will do, because computers do what you ask them to do, not what you want them to do!