



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)

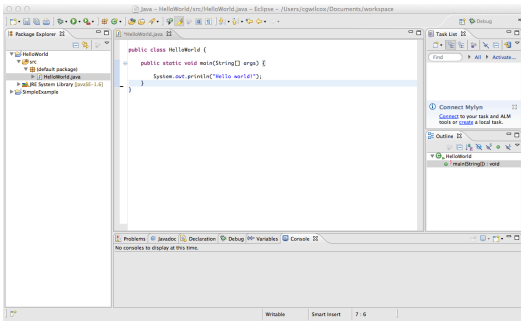


Curriculum

- 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



Java Programming



CS 160, Spring Semester 2014

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Textbooks

Two required textbooks

- One for Discrete Math
- One for Java

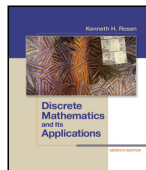
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Discrete Math Textbook

**Discrete Mathematics and its Applications
Seventh Edition, Rosen**



- The discrete math text is also required for CS161

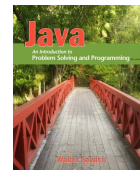
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Java Textbook

**Java: An Introduction to Problem Solving
and Programming, Sixth Edition, Savitch**



- MyProgrammingLab license not needed!

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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, visits 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 then 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/distracting behavior
 - Professional comporment 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



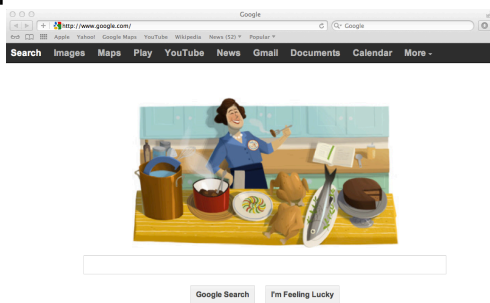
Motivation

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

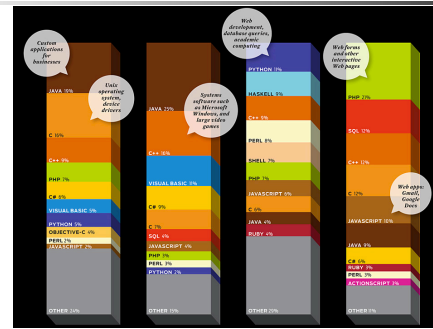
This is exactly what your Java program will do, because computers do what you ask them to do, not what you want them to do!



Motivation



Motivation



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