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Why Computer Science?

- It's exciting
- It's lucrative
- It's fun (sometimes!)



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### Instructor



Benjamin Say

- cs163, Section 001, MWF 2:00 - 2:50pm, Yates 104
- cs163, Section 002, MWF 12:00-12:50pm, Chemistry A101

Office: CSB 256  
Email: [Benjamin.Say@colostate.edu](mailto:Benjamin.Say@colostate.edu)  
Office hours are posted on syllabus.  
Teaching assistants on syllabus.

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### Curriculum

- C1: Languages, Computers, Operating Systems
- C2: Identifiers, Variables, Expressions, Operators
- C3: Conditionals, Booleans, Logical Operators
- C4: Math Functions, Characters, Strings
- C5: Loops: while, do/while, for
- C6: Methods: Parameters, Return Values
- C7, C8: Single and Multidimensional Arrays
- C9: Objects and Classes
- C12: Exceptions and File Input/Output
- C13: Interfaces
- C18: Recursion
- C20: Lists, Collections, Iterators
- C22, C23: Algorithms, Complexity, Sorting

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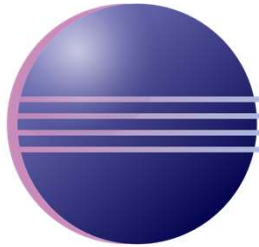
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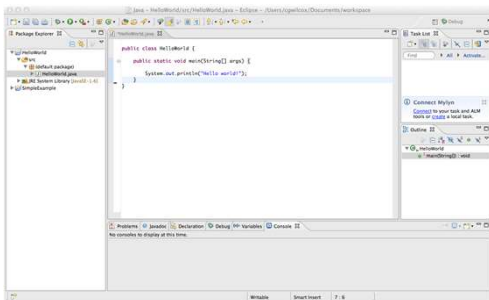
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### Java Programming



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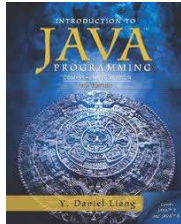
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### Resources: Java Textbook

Introduction to Java Programming – Daniel Liang,  
10<sup>th</sup> or 11<sup>th</sup> Edition



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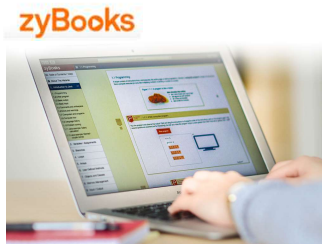
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### Resources: zyBooks

- Setup instructions on syllabus
- Activities are graded!
- Required by Lab this week!



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### Resources: iClickers

- Register your clicker on Canvas by January 19
- Bring your clicker to every lecture!



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### Grading Criteria

- Your grade will be based on:
  - Exams : 60%
    - 1<sup>st</sup> midterm : 15%
    - 2<sup>nd</sup> midterm: 15%
    - 3<sup>rd</sup> midterm: 15%
    - Final exam : 15%
  - Programming Assignments: 10%
  - Programming Quizzes: 10%
  - Labs: 10%
  - Activities (zyBooks, iClicker): 10%

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### Grading Criteria

Grades will not be assigned lower than shown:

- >= 90% A
- >= 80% B
- >= 70% C
- >= 60% D
- Else F

The instructor reserves the right to assign plus and minus grades. However, an A- (a minus), for example, is a **lower** grade than an A and therefore cannot be assigned to a score >= 90%. The instructor may choose to lower the cutoffs (i.e. be **more generous**) at his sole discretion at the end of the semester.

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### Grading Policy

- If you think you have been graded unfairly on a programming assignment, visit the cs163 help desk for an explanation (feedback is in the checkin tab).
- All lab grading issues should be resolved in lab with the lead Lab TA
- If you cannot resolve the problem, email the instructor.
- All grades and exams are returned within one week of the due date (usually even faster).
- Complaints about grades must be made within two weeks of when the grade is released.

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## Communications

- Talk with your teaching assistant before or after labs, at help desk, or during lab hours.
- Talk with your instructor before or after lectures or during office hours.
- Email your instructor directly only if privacy is needed (health issue, staff complaint, etc.)
- Do not attach comments to Canvas, use the Piazza bulletin board instead.
  - [Piazza is in Canvas modules.](#)
  - [Topics for assignments, Labs, ...](#)

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## Late Policy

- Every assignment lists a due date
  - Almost always on Mondays at 6pm
  - 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 excused absences
  - Medical emergencies, family emergencies, with documentation
  - If an emergency happens, email your instructor right away
- Do not miss in-class quizzes!
  - Very hard to get right without group help

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## Getting Help

- Web Sites:
  - [www.cs.colostate.edu/~cs163](http://www.cs.colostate.edu/~cs163)
- Lectures, Recitations, Lab Hours, Help Desk
- Lab operators (general questions)
- Office Hours (see syllabus)
- Tutors, Friends, Consultants (be careful)
- Textbook, Internet

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## Academic Integrity

- All assignments, labs, quizzes, exams are solo
  - Unless otherwise specified
  - No notes, books, internet, other people
  - You may get help from course instructors and TAs
  - You may discuss concepts with other students, but:
    - Never share code with another student
    - Never copy code from another student
    - Never let anyone else type in code for you
- Know the department academic honesty code!

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## Lecture Expectations

- Come to class
  - Attendance predicts success
- Be active, not passive:
  - Take notes, Ask questions
- Be prepared
  - Do reading assignments before the lecture
- Be on time
  - Lectures start and end on time

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## Lecture Expectations

- Cell phones off or on vibrate-only
  - If you need to answer, leave the room first
- Laptops for note taking or coding!
  - No games, audio, video, inappropriate websites
- Respect your colleagues
  - No snide or rude comments
  - No comments on abilities
  - No extended conversations

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### Lab Expectations

- Use the Linux Lab – COMSC 120
  - Not the Windows Lab – COMSC 110
  - No uncovered drinks and no food
- Lab operator on duty during day
  - You can ask then general questions
- Treat the lab as a professional workplace
  - No disparaging comments
  - No loud/rude/distracting behavior
  - Professional comporment at all time
  - No sexual harassment of any sort, not ever!

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### Tell Someone!

- If you see something concerning, please Tell Someone
  - Your Instructor
  - Your TA
  - CSU Tell Someone Office
    - <http://supportandsafety.colostate.edu/tellsomeone>

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### Practical Matters

As a student in this class...

- You have CS department email:
  - Your address is [eid@cs.colostate.edu](mailto:eid@cs.colostate.edu)
  - Automatically forwarded to CSU email
  - You should read this mail regularly
- You have an account of CS systems:
  - CS systems not the same as ACNS machines
  - Your RamCard provides access to Linux lab
  - Same as the EID that you use to login to RamWeb
  - Password is your CSU ID, you should change it!

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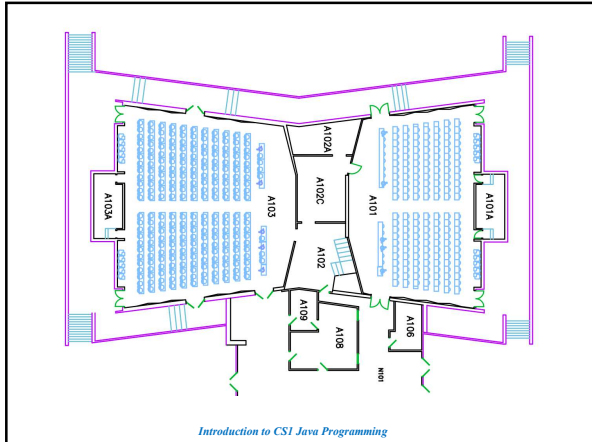
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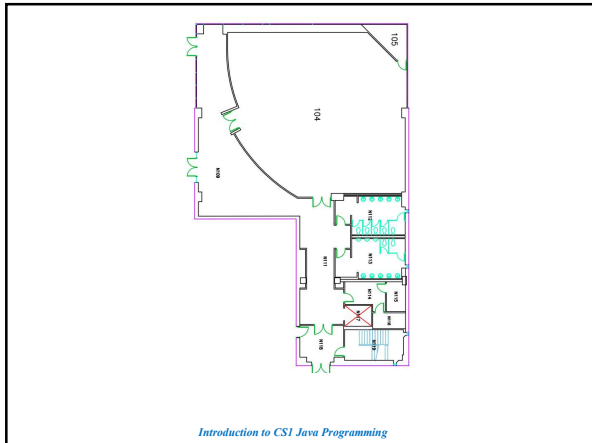
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## Motivation

*A student asks a roommate, "Could you please go shopping for us and buy one carton of milk and, if they have avocados, get six." A short time later, the roommate returns with six cartons of milk. "Why did you buy six cartons of milk?" asks the student. The reply: "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!***

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## Motivation



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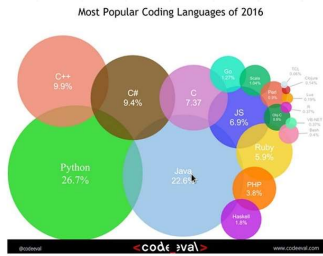
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## Motivation



Most Popular Coding Languages of 2016

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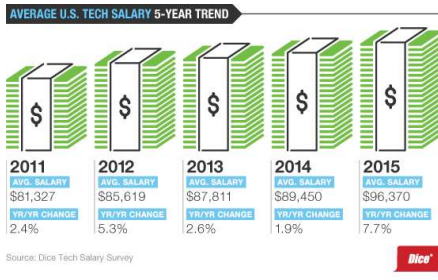
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## Motivation



Source: Dice Tech Salary Survey



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