Ekaba Bisong
C++ Tutorial
University of Calabar

Tutorial Notes #1
May 06, 2015
Format based on a handout by Eric Roberts & Mehran Sahami

General Information

Class Time

Wednesday	4.00pm – 5.00pm
Friday	2.00pm – 4.00pm

Texts and Handouts

This tutorial is self-contained, but follows closely the textbook **C++ How to Program by Paul & Harvey Deitel.** Owing a copy of this textbook would be an added advantage should you want to reinforce concepts learnt in class and go further. We will distribute materials in the form of class notes. The notes are also available in PDF format on the **GitHub Repository for this tutorial at** www.github.com/dvdbisong/CplusTutorial

Programming Assignments

There will be five assignments (Assignment 1 – Assignment 5). The assignments will become slightly more difficult and require more time as the semester progresses. Thus, the later assignments will be weighted slightly more than the earlier ones.

Note: You may be called upon for interactive one-on-one grading session for your assignments.

Late Policy

Each of the assignments is due at ***the start of class*** on the dates specified in the syllabus. Most assignments require both electronic and printed submissions. The printed copies should be submitted to the course rep, who will hand them over to me after class. ***All program codes must be submitted electronically through your GitHub Account*** as described in a separate handout. All assignments are due **midnight** on the dates indicated on the assignment handout. Anything that comes in after **12:00am** will be considered late.

Examinations

The midterm examination will be a ninety-minute test administered **on Tuesday the 26th of May 2015.** The time would be communicated as the day approaches. The final examination is scheduled for: **Friday, July 3rd from 2:00 – 4:00pm**.

Grading Policy
Final grades for this tutorial will be determined using the following weights:

55% Programming assignments (weighted towards the later assignments)
30% Final examination
15% Midterm examination

Computer facilities
As in any programming course, the assignments require extensive hands-on use of a computer. The preferred platform for doing the work is the DevC++ development environment, which runs on Microsoft Windows. Instructions on obtaining and using DevC++ - which is an open-source software project and therefore free to download – will be distributed in a separate class handout.
You are strongly encouraged to make use of the computers at the lab.