# IPC144
## Introduction to C Programming

**Professor: Cameron Gray**

# Welcome!

**Agenda**

1. Blackboard

2. Teaching format

3. Modes of instruction and evaluation

4. Labs and Assignments

5. School and Class Policies

6. Level of Instruction

# 1. Blackboard

Announcements

- Primarily used for important announcements and/or updates

- You will also receive an email notification

- Will try to remind you of key things but don't rely on this alone! **You are responsible for your own deadlines** – always check the course timeline etc... for key dates

Course Information

- Course outline, timeline, how-to's and other useful links

# 1. Blackboard

## Course Documents

- Lecture notes, source code and other documents as needed

## Grades

- Your grades will be posted usually within 36 hours of a quiz or lab submission (so check often)!

- I will email you a progress report periodically so you know where you stand (raw and weighted grades)

# Agenda

**Agenda**
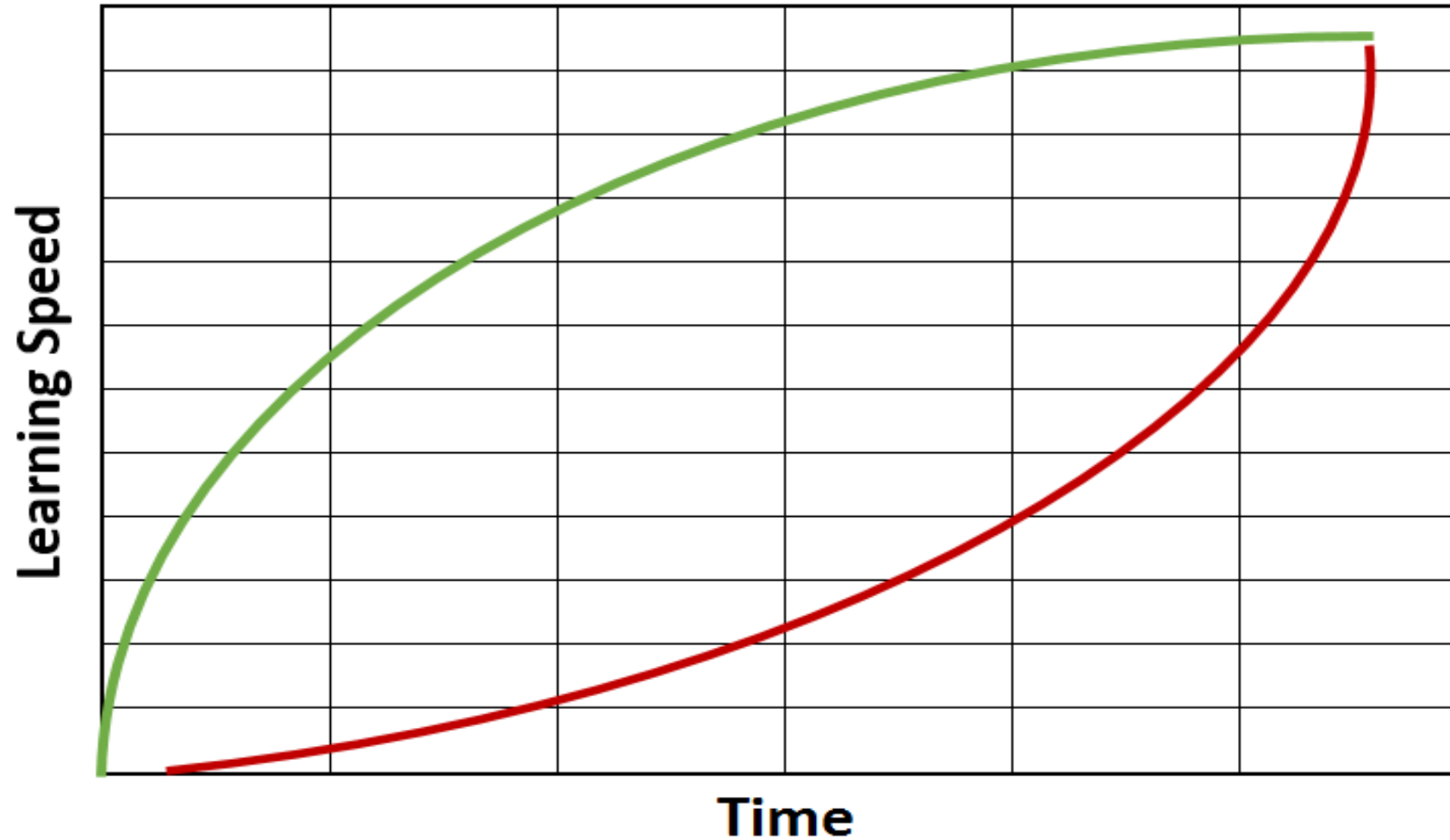
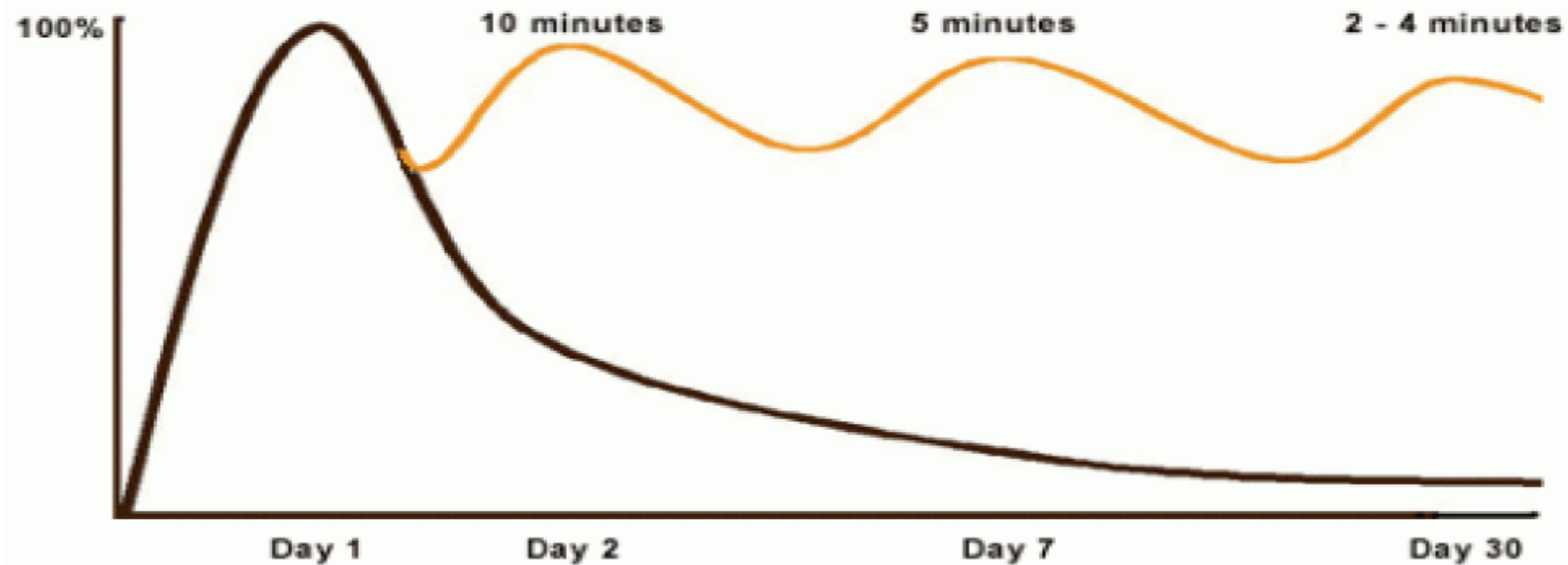## Learning Curve…

# 2. Teaching Format

## Curve of Forgetting

The Curve of Forgetting describes how we retain or get rid of information that we take in. It's based on a one-hour lecture.
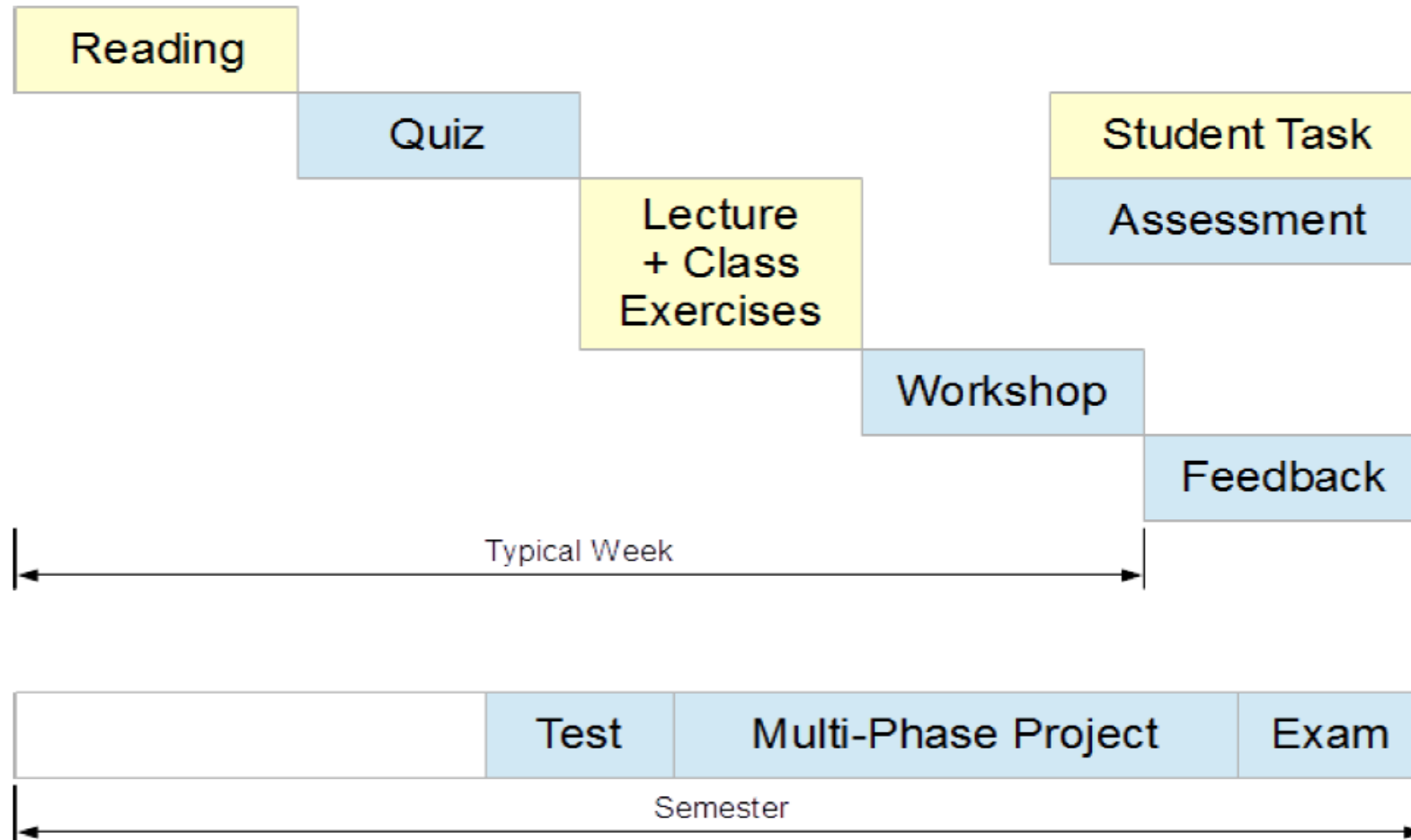
# 2. Teaching Format

<u>The Learning Pyramid</u>

Developed in the 1960's by the National Institute in Bethel, Maine. Learner's retain approximately:

- 90% of what they learn when they teach someone else/use immediately.

- **<u>75% of what they learn when they PRACTICE what they learned.</u>**

- *50% of what they learn when engaged in a group discussion.*

- *30% of what they learn when they see a demonstration.*

- *20% of what they learn from audio-visual.*

- *10% of what they learn when they've learned from reading.*

- *5% of what they learn when they've learned from lecture.*

## Teaching + Learning Strategy

# Agenda

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# 3. Modes of Instruction & Evaluation

## Lectures
- Quiz (1$^{st}$ order of business)
- PowerPoint/PDF
- Whiteboard
- Live Coding (examples)
- Walkthroughs
- Discussions

## Labs
- Introduce Weekly Lab
- Q/A relating to lab
- Complete "in-lab" portion
- Do "at-home" outside of class time

# 3. Modes of Instruction & Evaluation

**Course Breakdown:**

| | |
|---|---|
| Workshops (5) | 20% |
| Quizzes (min. 10*) | 15% |
| Test(s) (Midterm) | 20% |
| Assignments/Projects (2) | 30% |
| Final Test | 15% |
| | 100% |

*\* <u>Weekly</u>: Will attempt to do more (take top 10)*

> **Note**
> 1. <u>APS145</u> is a **co-requisite** with this course
> 2. This means you must pass both APS145 & IPC144 to be eligible to register into OOP244 (C++)

## Criteria for receiving credit

You must achieve a **MINIMUM WEIGHTED GRADE OF 50%** in the following:

1. Final Exam
2. Overall grade
3. Final Exam **combined** with all tests (ie: Midterm Test)
4. Satisfactorily complete all assignments

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# 4. Labs and Assignments

**Labs and Project Assignments**

- **Must** be developed using **Microsoft Visual Studio 2019**

- Copy completed source code file(s) to your Linux account on "Matrix"

- All labs and term project milestones are submitted using a submission script on Matrix (more details will be provided in your lab class)
  - The script will check for expected output and must match exactly
  - Will also automatically email your code to me for further grading

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# 5. School & Class Policies

**<u>How to Contact Me</u>**

- Email 24/7
- Allow up to 24 hours for a reply

**<u>Office Hours</u>**

Location:              **A-3058**

Hours:                 See Blackboard section "**Faculty Information**"

**<u>Extra Help</u>**

- There are tutors in the learning commons area you can arrange for extra help
- There is also an "SLG" (Student Learning Group) service which is an extra class on your timetable (optional attendance)
- You may make an appointment with me during posted office hours (request via <u>email only</u>) – must provide at least 24 hours notice.

# 5. School & Class Policies

**<u>Seneca Policies</u>**

It is important you review Seneca's academic policies:
http://www.senecacollege.ca/about/policies/academics-and-student-services.html

**<u>Please Note</u>**

Seneca takes a strong stance on copying and plagiarism incidents so it is very important you specifically review the academic integrity policy:
https://www.senecacollege.ca/about/policies/academic-integrity-policy.html

**<u>Sickness/Missed Classes</u>**

- If you miss a class due to illness or some other extenuating circumstance, please provide appropriate documentation

  **Example**: **Qualified M.D. Doctor Note** <u>indicating the date with qualification as to why you were unable to attend school</u>

- Lab deadlines can be rescheduled upon request (must talk with me) but **<u>must</u>** have a good reason

- **Quizzes can NOT be rescheduled** – but with a medical reason can be "voided" (not counted)

# 5. School & Class Policies

**Lateness/Attendance**
- There's a lot of material to be covered and we can't waste any time
- If you are late/absent it is up to you to find out what you missed from other students

**If you are late on a quiz day**:

> - *You can write the quiz if you arrive **during its administration** but will **not get extra time***
> - *If you arrive after the quiz has been written (or absent) you will **not be able to write it or reschedule***

**Learning Accommodations**
- Please see me individually (or email) to discuss options
- Quizzes can be arranged to be done in the test center but there are limitations

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# 6. Level of Instruction

**Every Term & Section is Different…**

Mixed backgrounds:

- New student (with no previous programming concepts)
- New student (with some or extensive programming concepts)
- Repeating (2$^{nd}$ or more attempts)
- Professional option:
  - CTY (Computer Systems Technology: 4-6 semester)
  - CNS (Computer Networking and Technical Support: 4$^{th}$ semester)

**Reminder**
This is an **INTRODUCTION** to C Programming – must present the material as if you are new to programming with no background or previous knowledge