

Principles of Computer Science: First Class

CMPT 115/117 lecture slides

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CMPT 115 Instructors

Section 02

Instructor: *Cyril Coupal*

Email:

Time: MWF: 11:30am-12:20pm

Location: ARTS 134

Office Hours: TBA

Section 04

Michael Horsch

horsch@cs.usask.ca

TR: 1pm-2:20pm

ARTS 263

Thursday 4pm-5:30pm

CMPT 117 Instructor

Section 02

Instructor: *Craig Thompson*
Email: craig.thompson@usask.ca
Time: MWF: 11:30am-12:20pm
Location: GEOL 261
Office Hours: Wednesday 2:30pm-4:30pm

Course Learning Objectives

- To prepare students for a degree program in Computer Science and Interactive Systems Design.
- To build on student's existing skills and knowledge of Computer Science.
- To build on student's existing skills and knowledge of programming.
- To build good work/study/time management habits.
- To have fun learning the course material.
- See course syllabus for technical learning objectives.

Review of Syllabus

- Course syllabus is found on Moodle
- Textbooks
- Learning objectives
- Grading scheme
- Midterm: Feb 25, 2015
- Lectures & Tutorials
- Assignments
- Schedule

Expectations

- Aim for 100% attendance in lecture.
- Aim for 100% attendance in tutorial.
- Aim for 100% completion of assignment work (not necessarily 100% grade)
- Reasonable allowances for absence, of course.
- Work in the Spinks labs, for availability to instructors' office hours, TA help desk hours, and your peers.

Managing Expectations: scheduling

Make a schedule, and stick to it.

- Schedule in your fixed commitments. All classes, work schedule, etc.
- Schedule in social time. Lunch breaks, video gaming, hanging out w/ friends, family, etc.
- For each hour of class, schedule 1-2 hours of study time before the class. Time to prepare for class (go over past notes, new readings, etc).
- Schedule in time to do all your homework/assignments. Indicate which homework to work on in each time slot

Note: You should end up scheduling 7-10 hours of productive time per week for a single course, not including lecture time.