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Welcome & Introductions

CS 165 – Object Oriented Software Development

Macbeth – Lesson 1.1

Agenda

- Opening Prayer
- Introductions
- Class Overview
- Cadence
- Graded Work
- What does Success look like?
- Getting Help
- Linux Setup
- Your experience in CS124
- Looking Ahead

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Introductions

- Contact Information:

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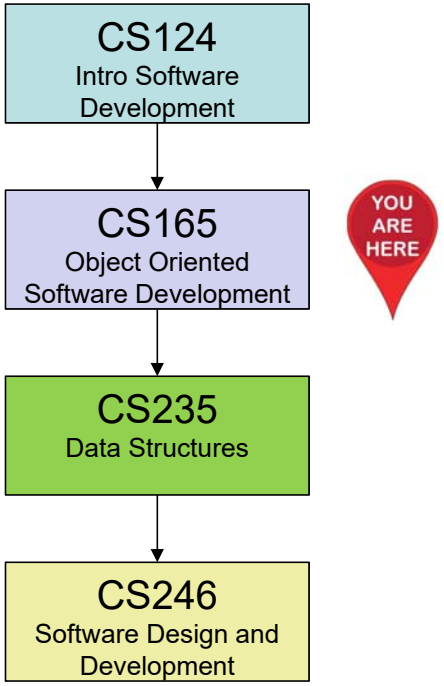
Class Overview

- CS 165 is the second course in the CORE 4.
- Outcomes:
  - Be excited about programming.
  - Be able to articulate and be conversant in the principles of Object-oriented programming.
  - Be able to create effective Object-oriented designs for problems that are complex enough to demonstrate its benefit.
  - Be able to write Object-oriented C++ programs to demonstrate knowledge of these principles and solve complex problems.
  - Be able to identify and understand the syntax of C++
- Book available in Bookstore or in PDF format in I-Learn:
  - Object Oriented Programming by James Helfrich
  - NOTE: We will not be using the assignments and projects defined in I-Learn instead of the textbook.



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Cadence

"Every Student should be spending 2 hours of preparation time for every hour they spend in class." – President Kim Clark

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Sabbath Day	Weekly Assignment is Due (11:59pm)	Reading & Checkpoint A Due (11:59pm)	Checkpoint B and Team Activity Quiz Due (11:59pm)			
	Finish Assignment or Project (if needed)	Do Reading & Checkpoint A (1.5 hour)	Do Checkpoint B (0.5 hour)			
		Work on Assignment or Project (4 hours)				

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Class Time

- You are expected to be in every class.
- We have only one hour … so please be on time.

- Typical Agenda:
  - Opening Prayer
  - Spiritual Thought / Music
  - Monday & Friday
    - Deeper review of topics including your questions about the current assignment or project
    - Practice coding and problem solving together
  - Wednesday
    - Complete programming activity in your team during class
    - Submit results of your team activity via a quiz in I-Learn
  - Looking Ahead

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Graded Work - Checkpoints

- Overview:
  - 2 Checkpoints (A & B) each week
  - Complete the reading before working on the checkpoints.
  - Intended to reinforce the syntax and mechanics for the topic each week.
  - Assignments, Projects, and Team Activities will be difficult if you don't complete the checkpoints on time.
  - Checkpoints will be accepted for 50% credit until Monday when the assignment or project is due.

Checkpoints	20% of Grade
Assignments & Projects	55% of Grade
Team Activities	10% of Grade
Final Exam	15% of Grade

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Graded Work – Assignments & Projects

- Overview:
  - First 5 will be standalone weekly assignments.
  - We will then work on 3 larger projects (all classic arcade games) that will be split up into milestone deliveries.
  - Each milestone will contribute 10 points to the total 200 points possible for the project.
  - You will need to keep up with the milestone deliveries to ensure you are successful with the projects.
  - Projects will be graded based on OO Methodology, Implementing the Requirements, and Coding Style.
  - No late milestones or projects will be accepted.

Checkpoints	20% of Grade
Assignments & Projects	55% of Grade
Team Activities	10% of Grade
Final Exam	15% of Grade

Project Name	Weeks
Moon Lander	6, 7
Skeet	8, 9
Asteroids	10, 11, 12, 13

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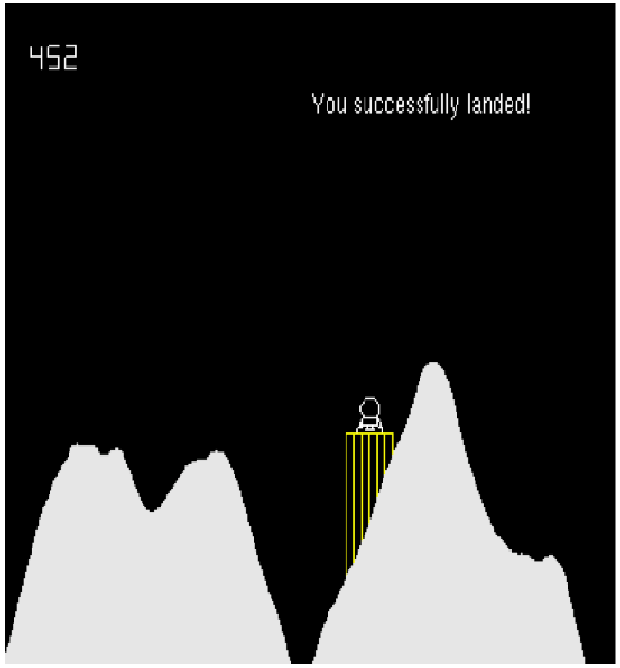
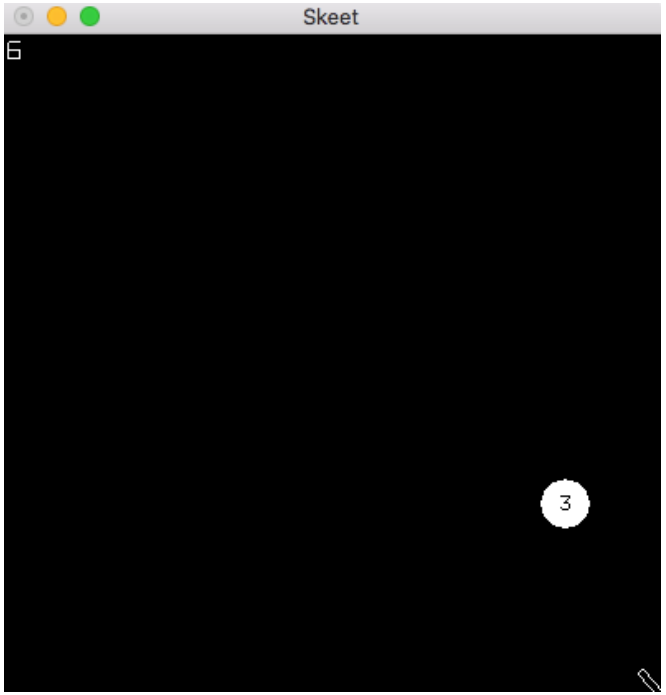
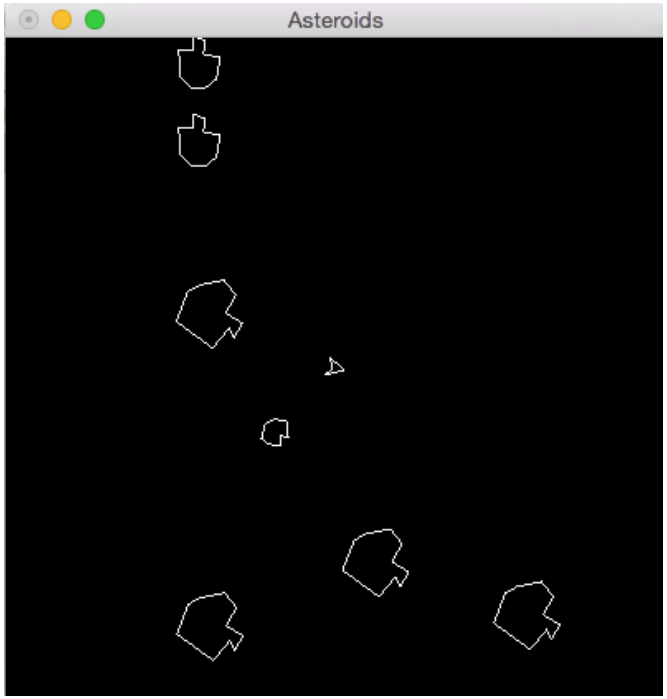
Projects



Moon Lander



Skeet



Asteroids

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Graded Work – Team Activities

- Overview:
  - You will be assigned to a team during the second week. You will sit with your team for the entire semester.
  - On Wednesdays, you will work on a software project together during class.
  - If you are going to be absent you must communicate with me and your teammates to avoid getting a zero.
  - The primary purpose of the activity is to learn together. You will assess how you did when you complete the quiz afterwards.
  - You will need too actively participate in the team activity to ensure you are successful with the projects.

Checkpoints	20% of Grade
Assignments & Projects	55% of Grade
Team Activities	10% of Grade
Final Exam	15% of Grade

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Graded Work – Final Exam

- Overview:
  - There is 1 final exam during the last day of class.
  - Multiple Choice
  - There are practice problems posted.
  - We will do a study session in class before the final.

Checkpoints	20% of Grade
Assignments & Projects	55% of Grade
Team Activities	10% of Grade
Final Exam	15% of Grade

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Graded Work – Your Best Work

13th Article of Faith:

We believe in being honest, true, chaste, benevolent, virtuous, and in doing good to all men … If there is anything virtuous, lovely, or of good report or praiseworthy, we seek after these things.

- Learn with other people, but write your own code. Do not copy code from the internet. The consequence is at least a zero.

- Do not be obsessed with your grade. Be obsessed with learning. When you learn, it will be reflected in the grade. The checkpoints, assignments, projects, and final exam have been standardized over many years to measure how well you have learned.

- If you are unable to finish an assignment or project, turn in what you have (add notes describing where you got stuck). Do not sell yourself short by neglecting to turn something in by the due date.

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What Does Success Look Like

- **Preparing** – I prepare to learn by completing the reading and checkpoints on time.
- **Learning Together** – I attend every class and I learn from my classmates as we solve problems together. I am not satisfied during team activities unto everyone in my team understands.
- **Pondering** – I start my project when its introduced and think "how will I use what I learned today" in my project.
- **Resilient** – I am about to take the final exam after turning in the last project.

"But the fruit of the Spirit is love, joy, peace, longsuffering, gentleness, goodness, faith, meekness, temperance."
Galations 5:22

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Resilience

"Success consists of going from failure to failure without loss of enthusiasm."

- Sir Winston Churchill

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Getting Help

- BYU-Idaho has many resources to help you.
  - My office hours are:
    - Monday, Wednesday, Friday: 3:30pm – 4:00pm
    - Tuesday, Thursday: 10:30am – 12:00pm
  - Visit the Computer Science Help Center
    - Monday: 10am – 7pm
    - Tuesday – Friday: 10am – 8pm
    - Saturday (starting Sep 23rd): 11am – 5pm
    - Staffed with experienced lab assistants who know the class assignments and projects
  - Visit the following web pages:
    - Academic Support Center – www.byui.edu/academic-support-centers (McKay Library)
    - Wellness Center – www.byui.edu/activities/recreational-facilities/wellness-center (Hart Building)
    - Counseling Center – www.byui.edu/counseling-center (Student Health Center)

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Linux Development Environment

- To complete all checkpoints, assignments, and projects in this class you will need to setup your laptop to connect with the Linux server.
- If you do not have your laptop still setup from CS124, follow the instructions in I-Learn under "Helpful Links". If you do not have MobaXterm (Windows) or Xquartz (MAC), you will eventually need to do this when we start working on projects with graphics.
- Your username is the same as the www.byui.edu username.
- Your password may have been reset if it has not been used in a while. Your password was reset to the first part of your email address (e.g. george123 if your email was george123@byui.edu). Use "yppasswd" to change your password if needed.
- If you need help, please goto the Computer Science Help Center today.

Looking Forward

- Tuesday
  - 01 Prepare – Complete Reading
    - Section 0 – Review (except files and pointers)
    - Section 1.5 – Overloading and Default Parameters
  - 01 Prepare – Submit Checkpoint A (*)

- Wednesday
  - 01 Prepare – Submit Checkpoint B (*)

- Monday
  - 01 Prove – Submit Assignment by 11:59pm

(*) – For the first week these can be turned in as late as Friday 11:59pm.

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