

# Computer Science 210

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The structure of this course is rather unique, so it will require some adjustment on your part. Read this syllabus over quite carefully, as there are several unique aspects to the requirements that are listed here.

**Office Hours:** MWF 11-12. I am often in the office at other times and you are welcome to drop in anytime, or email me to set a time. I encourage you to make frequent use of office visits, no matter how trivial you may think your question is. This is a very hands on course and I am very committed to making every student in this class a good programmer. If you are having problems with your code – if you are finding it difficult to make it work or to debug it, it's probably because your approach is faulty. Don't sit on issues for too long as you can churn up a lot of time with a bad approach to a problem. Ask for help. The next time you have a similar issue, chances are you will know how to deal with it.

**E-mail:** [ray.morehead@gmail.com](mailto:ray.morehead@gmail.com). All projects are to be submitted through [cs210.submissions@gmail.com](mailto:cs210.submissions@gmail.com). If you just have a question, use either email. Email is a great way to ask questions if they are simple – more complicated questions are much more easily asked in class.

**Text:** There is no assigned text. However, a good comprehensive Java text book might be useful, as is the web. Sites like JGURU and the Java Tutorials can be a real help.

**Java SDK:** >= version 5.0 (<http://java.sun.com>) 6.0 preferred

**Eclipse Integrated Development Environment** (<http://www.eclipse.org>) .. Version 3.6 is preferred  
Several additional plugins will be required as described in the lab.

**Lab:** This course is a project oriented course. There will be eight deliverables due. See class discussion and notes. All classes will be held in 756. There will be a lot of lectures early in the semester, and these tend to dwindle out as the semester ensues and you get the drift of the requirements. I start lecturing PROMPTLY at the beginning of class and a lot of days my entire lecture is done in 10 minutes or so. I tend to restrict my lecture material to IMPORTANT stuff that will directly impact the project, and I DON'T like to repeat myself because you were late or in bed. **So show up for class on time.**

**Attendance:** It is obvious to me (mainly through personal, painful experience) that it is ABSOLUTELY imperative that you attend class regularly if you are to keep your head in the game and accomplish the goals of this class. I get the argument that “I can do this at home” occasionally, and I am pretty sure it isn't true. When people stop coming to class, they stop learning and stop participating. Therefore, attendance will be taken every day. There are no “excused absences”. Each missed class will result in a deduction in the point score that you accumulate in this course. If, for some reason, you absolutely cannot attend a class, your grade will suffer, so make attendance a priority.

**Grading:** I believe that as you progress through this course, you will find that you cannot avoid learning a huge amount about Java and about programming in general. This course is about concepts and process, which I don't think can be expressed or measured very well by testing. Therefore there will be no tests in this course. Since grading is a necessary component of college life, I have developed a system of grading that is as transparent as possible so that you have a clear idea of where you stand at all times. The course is broken up into 8 modules, and each module is sequential, meaning that you must successfully complete one module before going on to the next.

Please note that this course is really about *process* and not about *destination*. Whether or not you finish a module or all 8 modules is really not the point of this course and is really immaterial in the final analysis; this course is about learning and applying complex and advanced concepts. I have developed the module grading system so that students have a clear idea of expectations of this course, but I enforce the assimilation of concepts by insisting that you perform well on each module.

Procrastination is a major enemy in this course. Unlike in many courses, where procrastination is subtly rewarded, in this course it will cause you great harm. The name of the game in CS210 is to attack the workload early and aggressively. Nevertheless, each student will necessarily work at their own pace. The grading strategy offers incentives for early completion and penalties for late submissions.

This course is different than most CS courses. By now, you have taken programming courses and have submitted programming assignments. Your program may have worked reasonably well but not perfectly but you submitted it and you were done with it. You received a grade based on whatever arbitrary criteria the grader came up with. This course is different. When you are done with a module, you will submit it for review. I will test your code against the specs and conduct a code review. Based on my assessment, your assignment will either receive an ACCEPT or a RESUBMIT. There will be no grade attached. As a MINIMAL level of acceptance, your code must function perfectly. I will generally list for you the problems I found with either function or code. If you receive a RESUBMIT, you will be able to correct the issues I raised and submit your code repeatedly (there is a small “charge” for repeated submissions). If your code has a lot of issues, once you fix all of them, other issues may become apparent on subsequent submissions. Many students have some trouble initially with the concept of making their code run bug-free!

**YOUR FINAL GRADE IN THIS COURSE WILL BE AT THE DISCRETION OF THE INSTRUCTOR.** A point based rubric is supplied, so you have a clear and transparent idea of what is required in this course. I, the instructor, reserve the right to override the rubric at any time (although overrides are uncommon and for specific reasons). The course is challenging, and, because I believe the skills acquired in this course are critical for success in Computer Science, I am not reluctant to fail students that I feel have not acquired a set of basic skills.

**CHEATING:** This course has an open structure, and there are no “secrets” to this course. If you don't know how to do something, just ask, and I am OK with you asking other students for their advice. However, wholesale copying of code and other acts of cheating destroys the moral fabric of the course. It helps neither the copier nor the source, and it can generally create great ill will and anger among other students and is inconsistent with the University Honor Code. Therefore, this course has a **zero tolerance** policy towards cheating. If I find evidence of cheating I will act in the harshest possible

manner, including expulsion from the course, an irrevocable F, a letter to the Dean (who can take further action including expulsion from the University) and a letter for your departmental file.

### **Other Class Policies**

1. The final due date for all submissions is precisely 4PM on Friday of DEAD WEEK. Under no circumstances will ANY submissions be accepted beyond that date.
2. The Laboratory Fee is not refundable after the first week of classes. A registration restriction for the succeeding semester will be imposed if the fee is not paid.
3. Students may not audit nor may they "sit in for free."
4. *West Virginia University is committed to social justice. I concur with that commitment and expect to foster a nurturing learning environment based upon open communication, mutual respect, and non-discrimination. Our University does not discriminate on the basis of race, sex, age, disability, veteran status, religion, sexual orientation, color or national origin. Any suggestions to further such a positive and open environment in this class will be appreciated and given serious consideration. If you are a person with a disability and anticipate needing any type of accommodation in order to participate in this class, please advise me of the same and make appropriate arrangements with Disability Services (293-6700).*