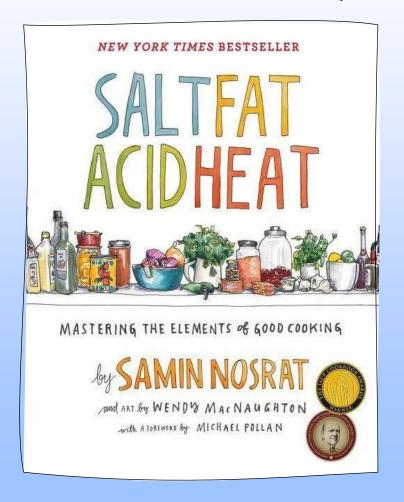
## EECS 280 - Lecture 1

Introduction and Machine Model

## eecs280.org

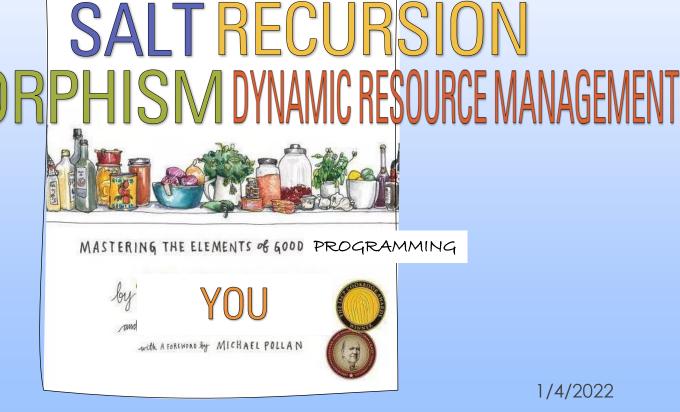
Read the week 1 announcements

Generalizable CS concepts



NEW YORK TIMES BESTSELLER

Generalizable CS concepts



1/4/2022

- Generalizable CS concepts
- Building programming skills

## Projects – Learn By Doing

Project	Application	Concepts
1	Calculate Statistics	Procedural Abstraction
2	Image Processing	Memory and Pointers Data Abstraction
3	Game of Euchre	Classes and Inheritance Polymorphism Object-Oriented Programming
4	Office-Hours Queue Web Backend	Containers and Linked Structures Dynamic Resource Management Generic Programming
5	Intelligent Piazza Post Classifier	Recursion Complex Data Structures Functional Programming

## What's the goal?

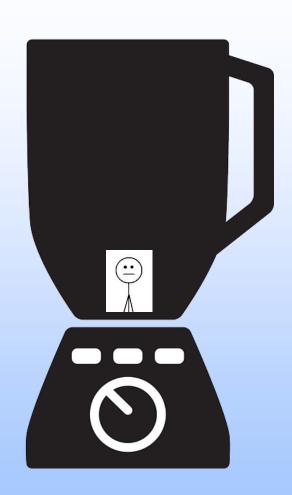
- One of the best ways to learn how to program is to write programs.
- But the programs aren't the end goal.

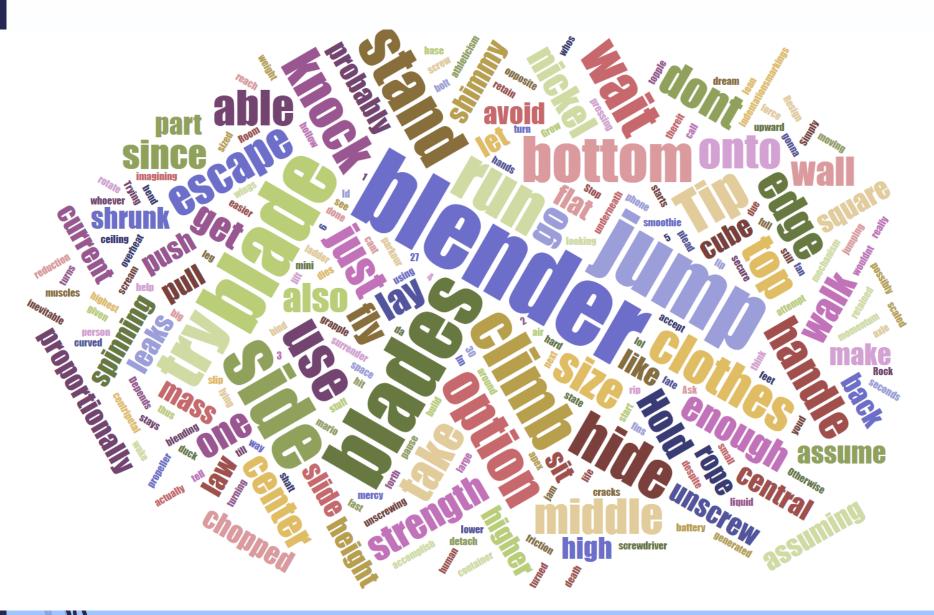
You are!

- Generalizable CS concepts
- Building programming skills
- Building our CS community

### Diversion!

- Imagine you are shrunk down to the size of a nickel and placed in a blender.
- The blender will turn on in 30 seconds. How do you escape?
- Note: You are not an actual nickel.





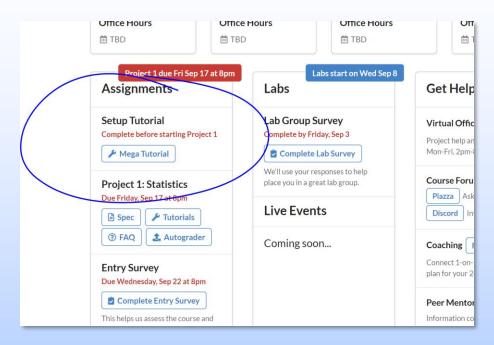
## Resources

All linked from eecs280.org

Course Notes	Textbook		
Canvas	Announcements and Grades		
Piazza	Lecture, Lab, Project Q/A		
Gradescope	Turn in Lab Worksheets		
autograder.io	Turn in Projects		
eecsoh.org	Sign up for office hours		
Discord	Informal Course Community		

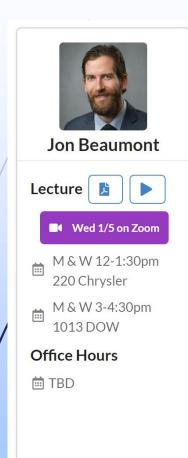
#### Where to start?

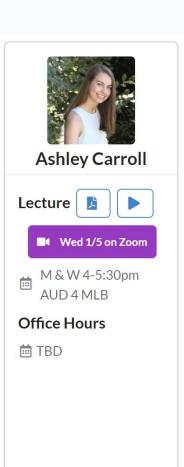
- eecs280.orgProject 1 SetupTutorial
- Walks you through setting up your computer for C++ development!

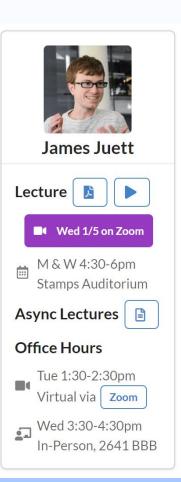


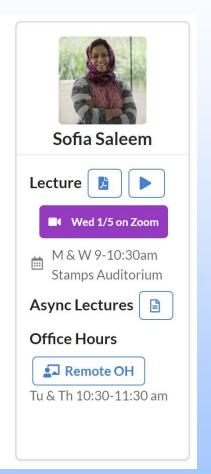
If you get stuck, that's ok! We're glad to help in office hours.

#### Lectures and "Proffice Hours"









#### Exams and Grades

L	.ectures	NG	Labs	10	%	Entry/Exit Surveys	1%
	Projects 49%		1	2	3	4	5
			5%	11%	11%	% 11%	11%

Evams	Midterm	Final
Exams 40%	20%	20%

- Each exam is curved individually.
- Final grade determined from straight scale.
- Projects 3 and 5 include an early checkpoint worth 0.5%

15

## Grading Scale

#### 1. Curve

- Only exams are curved
- Mean -> low-to-mid 80s
- Different than past terms, increased transparency, but similar effect

#### 2. Minimum Pass Threshold

- To earn a C or better, you need:
- >= 60% project avg
- >= 70% exam avg (after curve)

## 3. Final Grades Determined by straight scale

Overall %	Grade
0 - 50%	Е
50 - 60%	D
60 - 70%	C-
70 - 77%	С
77 - 80%	C+
80 - 83%	B-
83 - 87%	В
87 - 90%	B+
90 - 93%	A-
93 - 97%	А
97 - 100%	A+

#### Labs

- Attendance at lab section is required for credit.
- Labs are 2 hours and include:
  - Meet with full lab for a bit, review/discussion
  - Split into small groups of 4 to complete lab exercises
  - Course staff will check in with each group and are available if you have questions





Lab Group

## Lab Group Survey

- We try to match students up to make cohesive and effective lab groups
- Please fill out the lab group survey by this
   Friday, Jan 7 at 8pm



- Double check you can attend your registered section!
  - If you're on the waitlist or have a scheduling conflict, let us know on the form and we'll help get it sorted out.

#### Lab Exercises

- Lab exercises may include:
  - Review of lecture materials
  - Worksheet-style practice problems
  - Interactive, hands-on coding exercises
  - Exam-style practice problems
  - Learning to use tools that make your life easier
     (e.g. source control, Makefiles, debugging tools, etc.)
- Labs are graded for attendance and completion
  - Worksheet due to gradescope by 8pm Wednesday
  - Submit to gradescope as a group

## Autograder

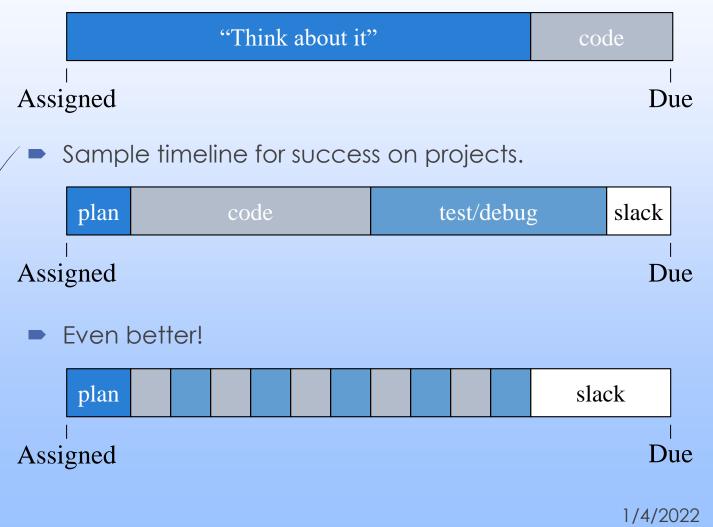
#### autograder.io

Turn in Projects

- Project Grading:
  - Public tests (released with project)
  - Private tests
  - Mutation Testing (tests of your tests)
  - Style Checks (public)
  - The public tests are not comprehensive.
    It's important to write your own tests!
  - You're allowed 3 submissions/day.
     We grade your best submission.
  - Submit early and submit often!

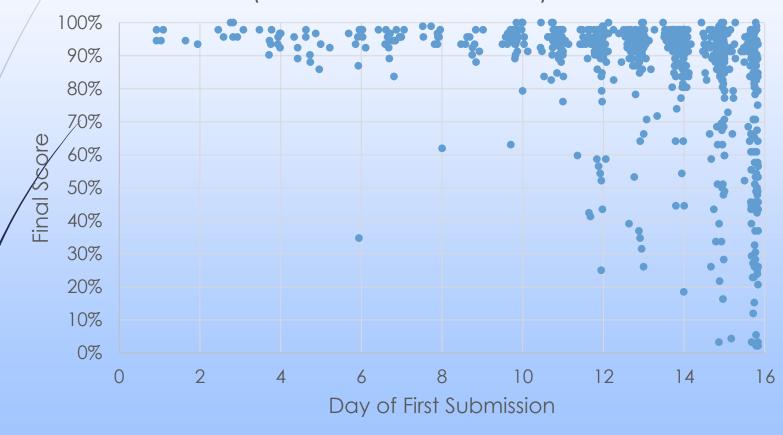
## Project Timelines

Sample timeline for failure on projects.

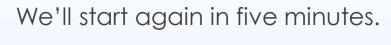


#### Project Submission Time vs. Score



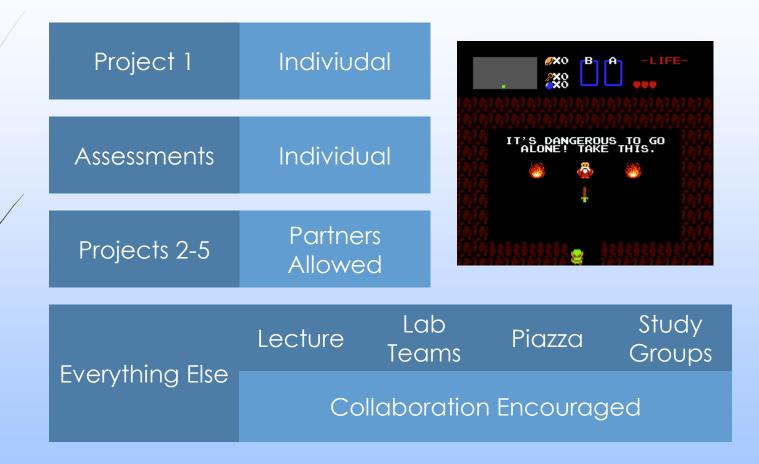


1/4/2022





#### Collaboration



## Project Collaboration

Projects 2-5

Partners Allowed

#### **Encouraged**

Share **high-level** design strategies

Help others understand the project

Help others debug

**Explain** a compiler error to someone

Discuss testing strategies

**Brainstorm** edge case tests together

Sharing code from course staff

Looking at someone else's code to **understand** concepts

#### **Prohibited**

Share **step-by-step** code, **pseudocode**, or **comments** 

**Share** your solution as a "reference"

Debug someone's code for them

Fix a compiler error for someone

**Share** test case code (even if not submitted)

Tell others what **specific tests** they need to pass the autograder

**Copy** code in whole or in part, or write code for someone else

**Share** your code in a way that could be **copied** 

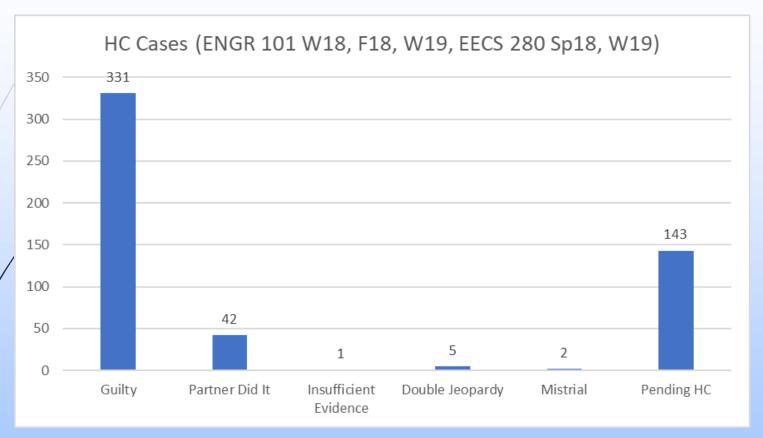
#### Exercise

- As a group, discuss the scenarios listed. Try to weigh all aspects of the situation and come to a consensus.
- Submit the form when you're done!

## Cheat-Checking

- We use automated software and manual inspection to detect potential honor code violations.
- Over the past several years, we have reported 2-10% of the class each semester.
- We only report clear cases of academic dishonesty.
- You will **not** be reported for:
  - Using starter code provided by course instructors.
  - Having the same idea as someone else.
  - Receiving similar help/guidance from the same course staff member in office hours.

## Cheat-Checking



(Prof. Juett's HC resolutions, updated Jan 2020)

## Machine Model, Demo

#### Office Hours

Staff office hours start Wednesday!

- Topic Sessions
  - Project Overviews
  - Content Reviews
  - FAQ
- Project Consultations
  - Planning and conceptual questions
  - Debugging support
  - Sign up at <u>eecsoh.org</u>.

Mon-Fri, 2-8pm

## Coaching

- What is coaching?
  - Connect 1-on-1 with an IA or GSI to plan for your 280 experience.
  - **Tips** and **tricks** for getting the most out of 280
  - Strengthen metacognitive skills like exam studying, project planning, optimizing your time, etc.
  - Build your confidence in 280 and CS in general
- It's an opportunity and a commitment.
  - If this sounds like a good fit for you, sign up!
  - But we have limited staff resources, so we also expect students who join to follow-through.

#### Extensions

- We do not accept late work. Project and lab submissions are not allowed past the deadline.
- If you experience a medical or personal emergency, please reach out to us! We will consider exceptions on a case-by-case basis.
  - Please provide documentation if you are able this helps us make appropriate accommodations.
- All requests for extensions must be submitted through the form linked from eecs280.org (not email).

## Course Expectations

- Respect others and their opinions
- Value people and their diverse experiences
- Create an environment where everyone feels safe and included
- Take learning opportunities seriously
- Stay connected



# What you'll get out of EECS 280

- Skills to design and write programs with 1,000+ lines of code
- Prerequisites for future computer science courses
- Credentials for an internship
- Become part of a community that is changing the world!

# Next Steps eecs280.org

Read the week 1 announcements