

Overview

Welcome to CSC207H, an introduction to software design. The course introduces you to software design and development concepts and to professional tools such as a fully-featured IDE and a version control system. You will also learn Java, a statically-typed programming language. We will compare salient features of Python and Java, expecting you to fill in details outside of lecture, and we will investigate Java's memory model, scoping facilities, and object-oriented structures in depth.

General Information

Section	Instructor	Office	Office Hours	Lecture Time
L0101	Paul Gries	BA 4234	W 12:30–1:30, 3-4	WF10–11
L0201				WF11–12
L0301	Lindsey Shorser	BA 3219	M 12:30–2:30	F2–4
L5101		LM162	W8	W6–8

Please use this email address for correspondence with us: csc20717f@cs.toronto.edu.

You are welcome to attend any instructor office hours.

Marking Scheme

Work	Weight	Comment
Labs (8)	8%	1% each, best 8 out of 9
A1	5%	individual
A2	10%	individual
Project: Phase 1	10%	team of four from the same lecture section
Project: Phase 2	17%	
Quiz	10%	during lab time (bring your TCard)
Final exam	40%	You must get $\geq 40\%$ on the exam, otherwise your final course grade will be at most 47.

Resources

Course website: <http://www.teach.cs.toronto.edu/~csc207h/fall>

The website is required reading. It contains lecture notes, the policy on missed work, and more.

There is no required textbook in this course. All required readings will be posted on the course website.

The website will include a link to a discussion board that will be used to post tips, clarifications, and other important information. The Portal will be used to send announcements. You are responsible for all announcements made in lecture and on the Portal. All email sent to your UTOR account is also required reading.

Instructor contact

For electronic communication, please use email from your UTOR address for personal issues and use the discussion forum to ask general course-related questions. For email, please include “207” in the subject line, always sign your full name, and include your UTORid. (This saves us a ton of time and gets you a faster response.)

Anonymous Feedback

The website contains a form that will allow you to send feedback anonymously to the instructor. We welcome your comments! (Please note that this really is anonymous, so please use email if you want us to be able to address personal concerns.)

Assignments

All assignments will be submitted electronically. You are responsible for making sure your code runs on the Computer Science Teaching Laboratories (CSTL) computers. **All assignments will be compiled, run, and graded in the CSTL. If it doesn't work there, you will receive a 0 on the correctness portion of the grade even if it works on your own computer.** Having technical problems such as a poor internet connection will not be accepted as an excuse for a late submission.

You can submit assignments up to an hour late with no penalty. You can submit up to 12 hours late with a 25% late penalty.

If you have an issue that prevents you from submitting on time, please contact your instructor immediately. In case of illness or other exceptional circumstances, proper documentation may be requested.

Labs

There are regularly-scheduled labs beginning the first week of the semester. All of the labs will take place in Bahen. Lab room assignments are posted on the course website. To receive a mark for participating in the lab, you must do the lab activity **during lab time** and **sign the attendance sheet**.

Teams

A1 and A2 must be done individually. Do not share your solution with another student, whether or not it works. Sharing your work with another student before the deadline is an academic offense. Don't post your solution on the web, either! This includes websites like Pastebin and GitHub.

The Project will be completed in groups of 4 people. **All Project group members must be registered in the same lecture section of CSC207H.** If you have a friend you want to work with on the project, make sure you are registered in the same lecture section.

Quiz and Exam

There is one quiz that will take place during the week of Oct 9, and one final exam. The exam date will be between Dec 9 and Dec 20.

Accessibility Needs

The University of Toronto is committed to accessibility. If you require accommodations or have any accessibility concerns, please visit <http://www.accessibility.utoronto.ca> as soon as possible.

Academic Offences

All of the work you submit must be done by you (or, for the Project, your partners), and your work must not be submitted by anyone else. Plagiarism is academic fraud and is taken very seriously. The department uses software that compares programs for evidence of similar code. Please read the Rules and Regulations from the U of T Calendar (especially the Code of Behaviour on Academic Matters):

<http://www.artsandscience.utoronto.ca/ofr/calendar/rules.htm>

Here are a couple of general guidelines to help you avoid plagiarism:

- **Never copy another student's coursework**, whether it is on paper or on a computer. Never show another student your code, even if it's on a computer screen.
- **If you find code on the web that solves part or all of an assignment, don't submit it!**
A large number of the academic offenses in CS are between students who have never met, and who just happened to find the same solution online. If you find it, someone else will too.
- Please don't post your solutions to the assignments on the web while the course is running.

Term Schedule

Week	M-F Dates	Deadlines	Reminders
0	7–8 Sept		Classes start (woohoo!) but no lab
1	11–15 Sept		Pre-Lab (mandatory!)
2	18–22 Sept		Lab 1
3	25–29 Sept	A1 due Mon 25 Sept 11:00am	Lab 2
4	2–6 Oct		Lab 3
5	9–13 Oct	Quiz 1 during class time	
6	16–20 Oct		Lab 4
7	23–27 Oct		Lab 5
8	30 Oct – 3 Nov	A2 due Mon 30 Oct 11:00am	Lab 6 (First Project Lab)
N/A	6–10 Nov		No classes for you!
9	13–17 Nov	Project Phase 1 due Sun 19 Nov 10:00pm	Lab 7
10	20–24 Nov		Lab 8
11	27 Nov –1 Dec	Project Phase 2 due Mon 27 Nov 11:00am	Lab 9 and Project presentations begin
12	4–7 Dec		Project presentations continue