

## Course Mechanics

## Outline

- 1 Website
- 2 Goal
- 3 Prerequisites
- 4 Instructor
- 5 Sessions
- 6 Text
- 7 Grading
- 8 Software
- 9 Policies
- 10 Qualities for Success
- 11 Immediate Action Items



## Website

<https://www.swamiiyer.net/cs210/>

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What's on the Site?

- Announcements (landing page)
- Course Info
- Calendar
- Lecture Material
- Projects
- Resources

## Goal

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Survey the most important algorithms and data structures that are in use today

**Prerequisites**



## Prerequisites

CS110 (Introduction to Computing)

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CS110 (Introduction to Computing) *or*

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Permission of the instructor



**Instructor**

Name: Swami Iyer

## Instructor

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Contact Information:

- Office: M-3-201-14
- Email: [siyer@cs.umb.edu](mailto:siyer@cs.umb.edu)

## Instructor

Name: Swami Iyer

Contact Information:

- Office: M-3-201-14
- Email: [siyer@cs.umb.edu](mailto:siyer@cs.umb.edu)

Office Hours:

- Tue Thu 9:45 AM – 10:45 AM and 2:45 PM – 3:45 PM (in-person)
- Wed 10:00 AM – 12:00 PM (remote)





Sessions

Class

Section	When	Where
1 – 4	Tue Thu 12:30 PM – 1:45 PM	Y-2-2110

Sessions

Class

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Discussion

Section	When	Where
1	Tue 11:00 AM – 12:15 PM	W-2-0125
2	Thu 11:00 AM – 12:15 PM	M-2-0205
3	Tue 2:00 PM – 3:15 PM	W-1-0052

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Supplemental Instruction (SI): details to be determined

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Tutoring: available through Subject Tutoring Program

Text



## Grading

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Assessment	% of Final Grade
Projects (best 5 out of 6)	25
Exams (1 and 2)	70
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If overall score is within 0.5% of a higher grade, it will be elevated to that grade





Piazza (Q&A)

## Software

Piazza (Q&A)

Gradescope (grading)

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Piazza (Q&A)

Gradescope (grading)

Programming environment (projects)

## Software

Piazza (Q&A)

Gradescope (grading)

Programming environment (projects)

Zoom (remote office hours)



Policies

Classroom

Policies

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Piazza

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Classroom

Piazza

Collaboration

	Course Staff	CS210 Grads	Classmates	Others
Discuss concepts with	✓	✓	✓	✓
Acknowledge collaboration with	✓	✓	✓	✓
Expose your code/work to	✓	✓	✗	✗
View code/work of	✗	✗	✗	✗
Copy code/work from	✗	✗	✗	✗



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Academic Honesty

Policies

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Piazza

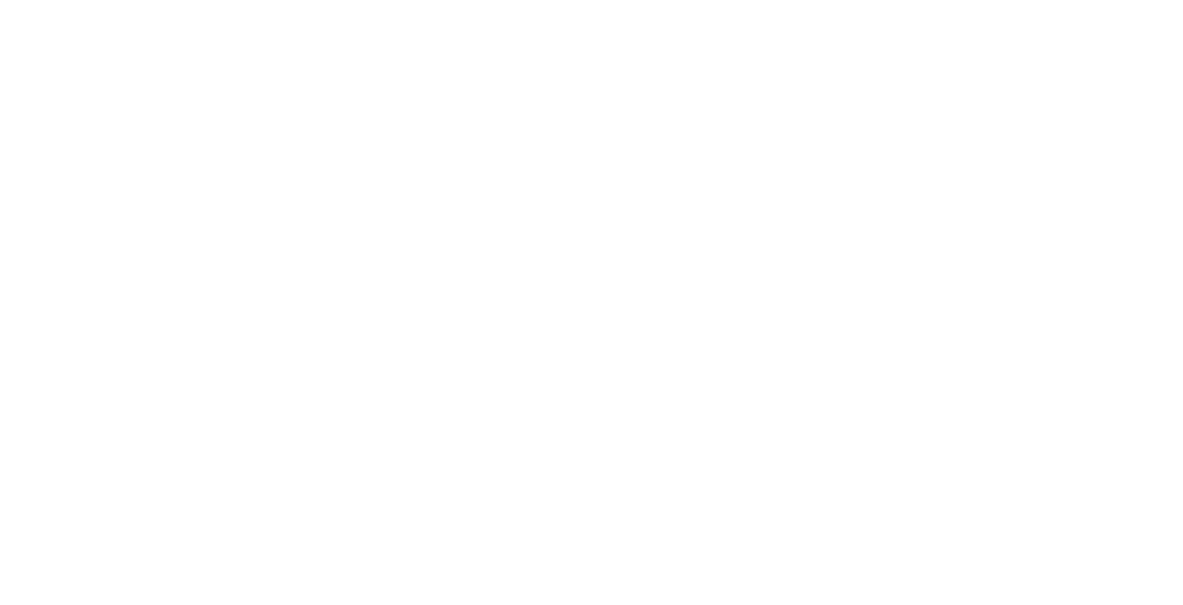
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Academic Honesty

Accommodations for students with disabilities

## Qualities for Success



## Qualities for Success

Qualities needed to succeed in this course and as a programmer in general<sup>†</sup>:

- Curiosity
- Resourcefulness
- Persistence
- Excitement
- Patience
- Concentration
- Independence
- Focus
- Creativity
- Meticulousness

<sup>†</sup> Taken from the *10 Signs You Will Suck at Programming* ↗ by Jonathan Bluks

**Immediate Action Items**

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Sign up for CS account

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Sign up for Gradescope



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