**CSE20: Beginning Programming in Python – Winter 2020**

Lectures: TuTh 1:30–3:05 AM, Thim Lecture 003

Labs: MTuWThF 4-5pm J Baskin Engr 105

Instructor: Faisal Nawab (fnawab@ucsc.edu)

365 Engineering 2, Tu 3:10–4:10 PM

TAs: **Aasim Khan** ([aashkhan@ucsc.edu](mailto:aashkhan@ucsc.edu))

**Role:** assignments grading and material

**Office:** room BE-151, TuWTh 10-11am

**Alexey Munishkin:** (amunishk@ucsc.edu)

**Role:** assignments grading and material

**Office:** room BE-151, TuTh 12-1pm

**Abhishek Singh:** abasingh@ucsc.edu

**Role:** Labs

**Office:** no office hours

Tutors: **Ryan Devoys** ([rdevoys@ucsc.edu](mailto:rdevoys@ucsc.edu))

**Office:** McHenry room 3376 (McHenry 3376, MW 1:30-3pm).

**Alexander Scott** ([atscott@ucsc.edu](mailto:atscott@ucsc.edu))

**Office:** MSI tutor - four MSI sessions and two small group tutor sessions per week

**Benjamin Paulsen** ([bjpaulse@ucsc.edu](mailto:bjpaulse@ucsc.edu))

**Office:** LSS Drop-in tutor in Stem Hub in S&E Library (Tuesday 4-6 Wednesday 11-1)

Required text: "Programming in Python 3" from learn.zybooks.com

**ZyBook code:** UCSCCSE20NawabWinter2020

Piazza: https://piazza.com/ucsc/winter2020/cse20

**Course Overview**

The course provides students with fundamental understanding of programming in Python. By the end of the course students will be able to design a program to solve a problem, write code and be able to read most Python code. Topics include data types, control flow, methods and advanced functions, basic built-in data structures such as list and set, and introduction to OOP.

**Assignments, Exams & Grading**

**Exams**

There will be an in-class midterm and a final during the scheduled slot in exam week. You must take each exam at the scheduled time unless you are ill or have an unexpected family emergency. You must let the professor know by email or text message before the exam’s scheduled start regardless of the reason.

**Programming Assignments**

Programming assignments are an important component of this course, since they will give you an opportunity to “learn by doing”.

Programming assignments will all be done individually. Please note the following grading policies:

* Late projects will lose up to 50 points (out of 100) per late day.
* If the code does not compile, then the project might not be graded.

**Class Participation**

Students are expected to attend classes and participate in lectures and online discussions in piazza.

**Grading**

Grades are assigned as follows:

* Programming assignments: 40%
* Practices from ZyBooks: 10%
* Midterm: 15%
* Final: 30%
* Participation: 5%

**Accommodations for Students with Disabilities**

UC Santa Cruz is committed to creating an academic environment that supports its diverse student body. If you are a student with a disability who requires accommodations to achieve equal access in this course, please submit your Accommodation Authorization Letter from the Disability Resource Center (DRC) to me privately during my office hours or by appointment, preferably within the first two weeks of the quarter. At this time, I would also like us to discuss ways we can ensure your full participation in the course. I encourage all students who may benefit from learning more about DRC services to contact DRC by phone at 831-459-2089, or by email at drc@ucsc.edu.

**Academic Honesty**

By taking this class, you agree to abide by the following rules on collaboration[[1]](#footnote-0):

* - You may not work on your assignment with anyone.
* - You may not show your code or design to anyone.
* - You may not have anyone “walk you through” an assignment, describe a solution in detail, or sit with you as you work on it. You may not provide such assistance to anyone, either. This includes friends, family members, tutors, current & former students, paid consultants, and random people on the Internet.
* - You may not post code or questions from your project online to ask others for help. This means anywhere online, including Canvas (ask us in person!), independent message boards (e.g., StackExchange) and file sharing sites.

If you’re caught at any time violating these rules (even after the assignment or exam has been returned or the quarter has ended), you will fail the course and the incident will be reported to the School of Engineering and to your Provost.

***The bottom line: don’t cheat!***

1. Adapted from CSE143 at the University of Washington. [↑](#footnote-ref-0)