**Learning Computer Science**

My goal is that you learn something about how computers work and what good programming looks like. To determine how much you have learned, I will assess you in various ways. These are, in no particular order:

1. Observations of the work you do in class.
2. Conversations I have with you about that work.
3. The quality of your submitted code.
4. Your tests.

To pass this course, you simply have to come to class and do some programming.

**To do well in this course** (above 60%) you have to ask me questions. I have to hear you think through difficult problems. We have to have a conversation about why your code isn't working, or how it can be better written. Regardless of where you are in your understanding, if we have a conversation about your code, I can guarantee that two things will happen:

* You will have a better understanding about how your program works.
* Your mark will go up.

Common mistakes we all make:

1. Skipping the lessons.
2. Skipping the exercises.
3. Hiding from your teacher. You don’t want to ask for help because then he will know how lost you are.
4. Getting “help” from a friend who knows programming. Even worse: they write the code for you and you learn nothing. You will only get deeper into a confusing mess that way. You can only learn by doing. Also, see note on plagiarism below.

My advice: Take your time. Don’t rush ahead and don’t slack off. Don’t worry about where the person next to you is in the lessons. Read the lessons at your own pace but use class time every day. Ask for help often. Have fun.

**Plagiarism and Submitting Code that isn’t from this Course**

When trying to learn a concept, you might search online for help. This is OK.  **In fact, it’s great.** **If you submit code** that you gleaned from the internet or from someone that took another course, that might be OK, but it **probably is not**. Each exercise and each assignment is designed to focus on certain skills. If you bypass those skills by taking a shortcut you “learned” somewhere, you will miss out and will be marked accordingly. The only situation whereby submitting unoriginal material (copied code) is acceptable is when the copied material is supplementary to the task being judged. If you add some extra bells and whistles to a program for your own fun, that’s OK, but keep in mind it won’t help your grade if your code is not functioning as it should! If in doubt, ask the teacher.

**Lates**

Assignments have a due date. You may re-submit as often as you like up to the due date. Beyond the due date, you can still submit your work, but you can no longer resubmit. At some point after the due date I will return submitted work. At this point, I can no longer accept your work.

Note: After midterms, you cannot submit more than one assignment per day. This is to avoid problems in the last week of class. Do not leave things until the last minute.

**Marking**

If you hand in an assignment, and it is done properly, you will get a mark of 100% for that assignment. That does not mean your final mark is 100%. Your final course mark will depend on a few things:

* How much of the course you finished. Not everyone will finish the course.
* How often I sat down with you and got to hear you problem-solve. The more, the better.
* How well you do on tests, quizzes and the final exam (if we have one).

Attendance

This is not an online course. **You are expected to attend every class - your mark depends on it**. For me to give you a fair assessment, I have to watch you code. If you complete an assignment from home, I will lack that ability to assess and your mark will suffer for it. If you fall behind and need to catch up at home, please be sure to talk to me first.