8/26 CSP(L) notes:

CSP(L) Class Notes - 8/26

Lecture Overview

- **Core Concepts:**
  - **Formalizing Problems:** How to define a problem, choose an approach, and consider trade-offs.
  - **CS Fields:** Computer Science (CS) covers various fields focused on automating solutions to real-world problems.
  - **Problem-Solving:** Learn how to think about problems, design solutions, and ensure correctness and efficiency.
  - **Programming:** Aim to create reliable programs with correct algorithms, and ensure proper documentation.
- **Key Skills:**
  - **Thinking Like a Computer Scientist:** Essential for success in this course.
  - **Algorithm Selection:** Choose the right algorithm for solving problems.

Supplemental Instruction & TA Info

- **TA Office Hours:**
  - TA is located in the basement of McClain (MLH) Hall, while the top floor is the main point of contact.
- **Supplemental Instruction Sessions:**
  - **Start Date:** Tuesday, September 3.
  - **Schedule:**
    - Monday: 12:30 pm - 1:20 pm
    - Tuesday: 10:00 am - 10:50 am
    - Thursday: 7:00 pm - 7:50 pm
  - **Location:** Academic Resource Center, Lower Level of Iowa Memorial Union.
  - **Session Focus:** Will cover problems similar to those discussed in lectures.

Class Resources

- **ICON:**
  - **Content:** Lecture recordings (useful but not interactive).
  - **Piazza:** Best way to get help. Features public/private posts, anonymous options, and a quick response time (avg. 22 min). Available 24/7.
- **Lab/Discussion:**

    - **Start Date:** Next week, September 3.
    - **Details:** Random partner assignments every week.
    - **Lab Room:** A05 for labs starting September 3.
- **Reading & Materials:**
    - **Textbook:**
        - CS1 textbook is $140, but a free, open-source textbook is available.
        - **Required Reading:** "Python for Everybody" by Charles Severance (Link).
    - **Important Readings:**
        - TP2: "How to Think Like a Computer Scientist."
        - TP3: New online interactive version.
        - Read [P4E] C1.
- **Calendar:**
    - **Recommendation:** Link ICON Calendar to Google Calendar.

Assignments & Grading

- **Question of the Day (QotD):**
    - 5% of grade; 48-hour completion window.
- **Lab Assignments:**
    - 14% of grade; 10-12 assignments throughout the semester.
- **Homework Assignments:**
    - 15% of grade; 2-3 larger programming projects.
    - **Due Date:** Fridays at midnight.
    - **Late Policy:** Accepted until Sunday at midnight with a 75% grade cap.

Academic Integrity

- **Important Guidelines:**
    - **No Use of External Code/AI:** Using internet code or AI-generated code will result in being reported, with potential suspension or expulsion.
    - **Collaboration Rules:** Do not share or discuss solutions; focus on discussing concepts and ideas.
    - **Zero Tolerance:** The instructor will report any violations.

Communication & Help

- **Questions:**
    - Instructor prefers questions during class or via TA sessions.
    - TA sessions are open to all students, not just specific to your section.
    - Administrative and grade-related questions should be addressed to the instructor during office hours or via email (include CS:1210 in the subject line).
- **Class Engagement:**
    - **Attendance:** Crucial for success.
    - **Engagement:** Watching videos is not a substitute for attending class.
    - **Proactivity:** Don’t procrastinate; code daily, especially on 2-week assignments.

    - **Problem Solving:** Problems are rarely solved in one sitting; continuous refinement is key.

Exams

- **Format:** Exams will be on paper.

1.
2.
3.