Class Policies

Prerequisites

You should have taken CS 240 and all of its prerequisites. We will write a number of non-trivial programs, and now isn't the time to learn programming.

This course also requires Linear Algebra (Math 313). We'll be using linear algebra extensively, but don't be afraid of the math. The concepts in this class are pretty simple, and I'll review what we need for this course.

Note: for this semester, Math 313 is listed as a prerequisite. We are changing this to be a co-requisite, so if you know anyone who wants to take the class but couldn't get in because they're currently enrolled in Math 313, please invite them to contact me for an add code.

Text and Readings

There is no required textbook for this class. All of the slides used in class will be distributed here through Canvas so that you can reference them. Other electronic readings may also be assigned.

Class Communications

I will generally try to minimize administrative overhead at the beginning of class, so we will rely heavily on these Canvas, discussion groups, and **e-mail (mailto:morse@cs.byu.edu)** to handle administrative issues. *Information distributed through any of these means carries the same importance and validity as in-class announcements.*

Announcements

I will communicate with you all using the Announcements facility in Canvas, and any announcements posted there carry the same weight as if they were made in class. For things that are time-critical, I'll make sure to also send a copy by e-mail. **Please make sure the e-mail address you have on file with the university is the one that you want to receive such announcements at**.

Discussions / Q&A

We will also use Canvas's discussions facility for class discussions and questions. If you have a question, look to see if it's been asked there, and if not, please feel free to post your own question. If you can contribute to helping answer someone else's question, please also do so.

Homework and Programming Assignments

There will be programming assignments due approximately weekly throughout the semester (except for midterms).

There will also be paper-and-pencil assignments associated with many of the programming labs, which will generally be due a few days before the respective lab. The purposes of these homework assignments are threefold: 1) to walk you through on paper-and-pencil the math you'll be coding for that lab, 2) to apply some of the material covered in class but not actually used for a specific lab, and 3) to give you practice with the types of questions you might see on exams.

Late Policy

All written homework must be submitted by 5:00 p.m. on the day it is due. Late homework will not be accepted. Answer keys will be published right after the deadline so that you may make use of these keys while working on the corresponding programming labs. You are on your honor not to distribute the homework answer keys.

All programming labs must be submitted by midnight at the end of the date due. Late labs will be penalized 10% (of the maximum score) per day up to a maximum penalty of 50%. Weekends and university holidays are excepted, so any work turned in by the following day of university classes will incur only one day's penalty. No extra credit, if any, will be given for work that is turned in late.

All late work must be turned in by the last day of university classes at the end of the semester.