CS415

INTRODUCTION TO COMPUTER SCIENCE

FALL 2017

1-COURSE INTRODUCTION

PREVIEW

- Personnel
- Goals
- Tasks
- Weekly Schedule
- Grading
- Programming Assistance Center (PAC)
- Calendar
- Online Resources

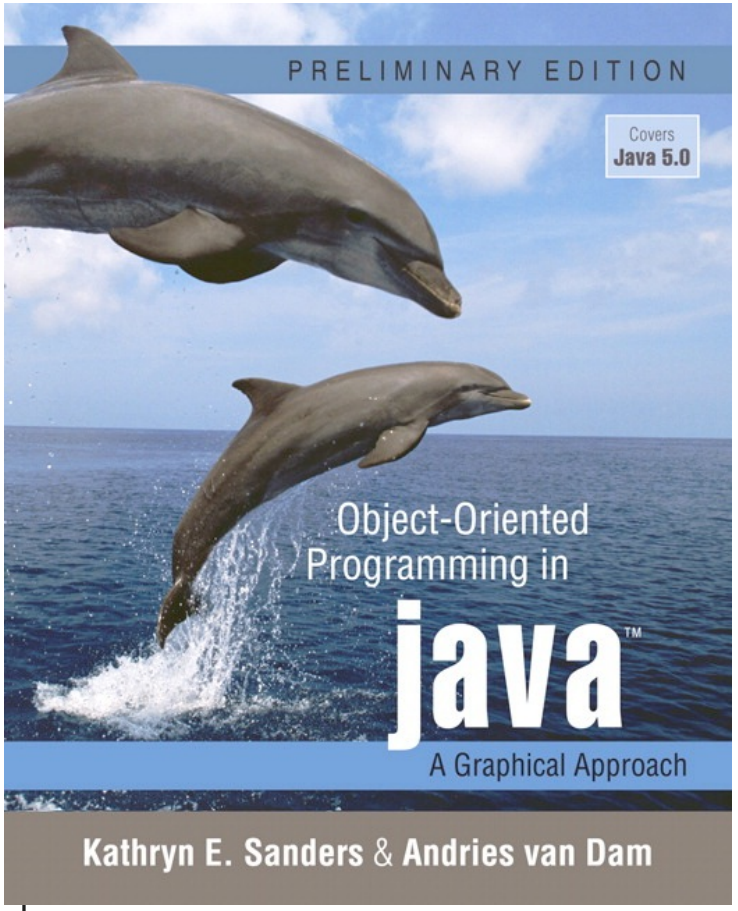
CS 415 PERSONNEL

- Instructor: Mark Bochert
  - mbochert@unh.edu, Kingsbury W241,
  - 10-12 M-F
- Teaching Assistants
  - Shubham Chatterjee
  - Sumanta Kashyapi
  - Yi Wang
  - Sai Lekyang
  - Tarun Ganesa Pandian

COURSE GOALS

- Learn basics of *object-oriented* programming
- Learn basics of *interactive graphics*
- Develop better *problem solving skills*
- Develop good *programming skills*
  - *design, debugging, style*
- Be exposed to simple versions of "real" applications.

TEXT BOOK



- Sanders and van Dam, Object-Oriented Programming in Java: A Graphical Approach,
- There are designated reading assignments each week; not all material in the reading is covered in class; the weekly quizzes are based on all the reading that is assigned.
- On-line

CLASS MEETINGS

- T,TH Labs (6 Sections)
  - KING N134 or KING N218
    - Online exercises
    - Book Quizzes and Programming Quizzes
- M,W Lectures (2 Sections)
- F Recitations (6 Sections)
  - In class exercises

PROGRAMMING ASSIGNMENTS

- One programming assignment every week

- About 50% of your grade

LAB AND RECITATION ASSIGNMENTS

- Laboratory and recitation assignments are intended to provide a model and/or initial start to programming assignments.
- Labs are completed online during the Lab sessions and submitted electronically.
- Recitations on paper submitted at the end of class on Friday
- About 20% of your grade

QUIZZES AND EXAMS

- Concepts(written):
  - Weekly quiz (in Thursday's Lab)
  - Midterm Exam and Final
- Practice(programming):
  - Weekly programming quizzes (in Tuesday's Lab)
  - There will be *2* programming exams.
- Quizzes and exams are about 30% of your grade.

COURSE GRADING

- Tentative grading weights
  - Programming assignments (50%)
  - Lab and recitation assignments (20%)
  - Quizzes/Exams (30%)

ACADEMIC HONESTY

- Academic Honesty
  - Your individual assignments must be your own work
  - You must give attribution for anything not yours
  - Cheating can result in failure in the course
- See the CS415 Cheating and UNH Rights and Responsibilities documents.

PROGRAMING ASSISTANCE CENTER (PAC)

- Kingsbury N216
- 415 consulting
  - CS415 Assistant, assignments and debugging
- Debugging help
  - Other TAs can help with debugging (and basic Java)
- Tutoring (about 20 hours/week)
  - PAC tutors will be available for sustained help

CS COMPUTING RESOURCES

- Computer Science machines
  - Linux workstations
    - Kingsbury N218 (24): used for labs; available for all cs415 students when not being used for a lab
    - Kingsbury N241 (10): CS lounge and cluster; available only to CS majors
  - agate.cs.unh.edu: a file and compute server
    - When you log on to any CS computer, your "home" directory will be served from *agate*.

UNHIT COMPUTERS

- Your "home" folder on any CIS machine will be your CIS file system; this is a different set of files from your CS file system!
- On the UNHIT MacOs machines you can mount your CS files with the mount-cs command (see lab 1)

ONLINE RESOURCES

- Course calendar with access to course documents: http://cs.unh.edu/~cs415/calendar
  - Assignments, solutions, notes, etc.
  - Login with username "guest" and password "zone"
- My Courses:
  - Grades: Check your grades often
  - Quizzes