

1-Course Introduction

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CS 416 Personnel

- Sofia Lemons, Instructor
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- Teaching Assistants
 - Bahram Behzadian (bb1071@wildcats.unh.edu)
 - Shubham Chatterjee (sc1242@wildcats.unh.edu)
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Course Overview

- Learn Swing/AWT Java 2D graphics tools
- Further develop better *problem solving skills*
- Further develop good *programming skills*
 - *design, debugging, style*
- Learn basic data structures
- Be exposed to simple versions of “real” applications.
- Text: Sanders and van Dam until about mid-semester; after that, lecture notes.

Normal Class Meetings

- Lectures:
 - Monday, Wednesday:
 - 11:10 – 12:00PM, Parsons N108
- Labs: Tuesday, Thursday:
 - TIMES BASED ON SECTION
- Quizzes:
 - At start of most Tuesday labs (except 4Q, on a Thursday)
 - **Only available during your lab section** unless arrangements made in advance
- Recitations: Friday
 - TIMES BASED ON SECTION

Course Tasks and Grading

- Tentative grading weights
 - Programming assignments (50%)
 - 9-10 assignments, some will be 2-weeks
 - Lab and recitation assignments (20%)
 - 2 labs, 1 recitation every week
 - Quizzes/Exams (30%)
 - quizzes during lab time
 - midterm lab exam
 - final concepts exam

Academic Honesty

- All your assignments must be your own work
 - You must submit a *Statement.txt* file for each programming assignment that describes any help or collaboration for that assignment
 - Cheating can result in failure in the course
- See the *CS Dept Cheating Guidelines* and *UNH Rights and Responsibilities* documents.
- We are using a **software plagiarism detection** program this semester
 - All programming assignments and labs will be tested against each other and previous years' submissions

Programing Assistance Center (PAC)

Hours:

- Monday: 10 - 5pm
- Tuesday: 10 - 5pm
- Wednesday: 10 - 5pm
- Thursday: 10 - 5pm
- Friday: 10 - 5pm
- Saturday: Usually closed
- Sunday: Sometimes 2 - 5pm

Slack

- I have created a Slack instance for our class, which will be used for discussion, practice problems, and announcements.
- Download at <https://slack.com>
- Web interface at <https://unhcs416spring2018.slack.com>
- You can message the @niles bot to check FAQs and previously asked questions. (ex. “@niles How do I get AWT objects to repaint?” or “@niles What do you know about 2P?”)

Online Resources

- Canvas: grades & quizzes
- Slack: discussion & announcements
- Java API:
 - java.sun.com/javase/6/docs/api/index.html
- Swing/AWT tutorial:
 - java.sun.com/products/jfc/tsc/articles/painting/