CS2261 Media Device Architecture – Recitation 1

General Overview: We went over logistics for the class, including advice and clarifications on assignments.

Announcements and Clarifications:

* Not lecture on Monday (1/15)
* Lab still on Tuesday (1/16) – must come, will be installing software in class, bring laptops and power cords

Books

* The C Programming Language: famous, created C, not mandatory for this class
* Programming the Nintendo GameBoy Advance: The Unofficial Guide: also not mandatory
* TONC: online via T-Square. Good diagrams, usually right

Info about class

* Piazza is the place for any questions
* Don’t post code on Piazza
* Piazza before emailing TAs
* Times for office hours posted on T-Square
* TA office in CoC 104B
* Make appointments if office hours don’t work for you
* If you have a question, follow chain of command: grading TA > head TA > Fisayo (last resort)
* If you want to email a TA, email all of them
  + Usually don’t email with HW questions
* Quizzes:
  + Short, about 20 minutes or so
  + They will be challenging
  + During lecture and directly based on what is said in class and recitation
  + Practice quizzes released on T-square before actual quiz, usually harder than the actual quiz
    - If you don’t know the answer to a practice quiz question, ask the concept on Piazza
* Recitations:
  + Mandatory
  + Cover class material and new material
* Labs:
  + Timed, in recitation, usually take whole recitation time
  + 10% of your grade
  + Labs cover what you’ll do in homework.
* Grading:
  + No late policy, 0 if you turn it in late
  + Lose points on homework for not having comments or not following decent code structure

There are no resources outside of class, TA’s and professor.

* If you miss class, probably come in during office hours for a review or schedule an appointment
* Be creative, understand that a lot of reasons for GBA acting the way it does are just the way things are
* Know your code
* ^^^^^^^^^!!!!!!!!!!!!!!!!!!!!!
* Backup your computer!!!!!!!!!!!!!!!!!!!!!
  + If you use a GitHub repo, make it private
* If you’re having computer trouble, tell TAs immediately
* Will be designing games for almost every assignment, but this is not a game design class