



# COMP2011

Very First Class

---

# COMP2011 Websites

- Course website (CSD account log-in)
  - <https://course.cse.ust.hk/comp2011/>
  - All information related to the course, check it regularly
- Canvas (ITSC account log-in)
  - <https://canvas.ust.hk>
  - Announcement, lecture video, score release
- COMP 2011 Spring 22 Piazza (create your own piazza account)
  - <https://piazza.com/class/kyjoh8x133w5y5> (can access via Canvas too)
  - Online learning community, Q&A forum
- ZINC (CSD account log-in)
  - Project testing and submission
  - In-house developed

# C++ We Taught

- C++ version: `g++ -std=c++11`
  - Most codes are the same as C++ 2008
  - Some important new features in C++11
  - Starting from 2011, C++ rolls out a new standard every 3 years!
    - Compilers need time to catch up
    - Check compiler if it supports the new codes
- Textbook: "Big C++: Late Objects," 3<sup>rd</sup> edition
- Other learning resources: [self-tests](#), [past exam papers](#), [online websites](#), [Google](#)
- IDE: `VS Code` (freeware from Microsoft)
  - Windows: with MinGW (course website)
  - MacOS: g++ (follow Apple's instructions)

# Course Workload

- COMP2011 is a 4-credit course
  - 30-40h per credit
- Weekly lectures (1.5h x 2 x 13)
- 10 weekly lab exercises (2-3h x 1 x 10)
  - Small programming task, hands-on practice for recently-learned C++ topic
  - Do it offline, demo it in lab session
  - Released every Wed
- 3 programming projects (8-15h x 3)
  - Medium/big programming task
  - Due in 2 weeks
- Quiz: **Mar 10<sup>th</sup> (Thur), 8:00 – 8:45pm**
  - Single-choice MC questions
  - Very basics of C++
- Close—book closed-note Final exam

# Grading Scheme

- Grading Scheme

- Lab exercises 10%
- Programming assignments 37% (10%, 12%, 15%)
- Quiz 10%
- Final exam 43%

- Passing grade

- (total score  $\geq X$ ) **AND** (quiz score  $\times 0.10$  + final exam score  $\times 0.43 \geq Y$ )
- X will not be greater than 50, and
- Y will not be greater than 16

# Online Labs

- Demo your solution during lab time
  - plus answering a question about the lab
- Questions on lab exercises should be asked during TA's office hours and in Piazza
- public holiday policy
- No swapping of labs without getting prior approval from instructors
  - Email to your instructor at least 1 day beforehand (name, stuID, original lab session, temporary new lab session)
  - Wait for approval
  - Inform TA in charge of new lab session about the swap

# Programming Assignments

- Online grading system
  - developed by the department
  - you may check if your program compiles and runs before submission
- Honor code and plagiarism
  - All programming assignments are checked for plagiarism

# Help!

1. After each lecture
2. Piazza Forum discussion + Q&A
3. Each TA has a **one-hour** office hour
4. **Emails**

Reach for help early! The teaching team is always there to assist you learning!



# Arrangement of week 1 and 2

- Lecture 1: Warm up, course intro
- Before lecture 2:
  - self-study C++ basics 1, C++ control 1
  - Setup Vscode
  - Setup CSD account (non-COMP major student)
  - <https://cssystem.cse.ust.hk/UGuides/activation.html>
- Before lecture 3:
  - Self-study C++ basics 2, C++ control 2
- Lecture 2-4: blended learning on problems for C++ basics and control
- Week 2 (Feb 14– Feb 19): additional lecture (lecture 5) via Zoom 8:00 – 9:20pm
  - Exact date differs for different lecture sessions