COSC 211 – Programming Data Structures – Fall 2016

THIS IS GOING TO CHANGE – PLEASE DO NOT GET ATTACHED

Course Communication:

- https://github.com/pegurnee-edu/cosc211-fa16
- canvas.emich.edu

Instructor:

1. Professor Eddie Gurnee
   Preferred form of address is Professor Gurnee or Eddie
2. Homepage:
   - http://people.emich.edu/egurnee/
   - https://github.com/pegurnee
3. Office: 512J
4. Office Hours:
   1. Monday: 10:00 – 11:00
   2. Wednesday: 10:00 – 11:00
   3. others: by appointment
5. Email: egurnee at emich dot edu

Texts:

1. Required:
   - ISBN: 9780134041674, Absolute Java, *Walter Savitch*

Goals and Objectives:

1. Be able to make operational websites using markup languages and scripting.
2. Fluency in the industry standard techniques and technologies used in software development.
3. Be able to write usable and maintainable code.

Programming Belief:

Practice → better programming. Recognizing mistakes → better programmers.

When applied to teaching:

Writing code every day, be it simple editing of HTML or working on needlessly convoluted bash scripts, helps bring any code that you'll write to a higher level. Pounding your head for hours against the table attempting to find the one typo will help prevent that typo from happening again. I will not tell you the answer, but it is my pleasure to give you the tools to find it yourself.

Academic Honestly:

Most of the work that we will be doing has been done before and the internet is a glorious free-for-all of information. It is quite easy to find online many answers and solutions to most of what we will be doing: please have enough respect for me to know that if it was easy for you to find it, it will be just as easy for me to find it. Be warned that this department has absolutely zero tolerance for cheating, if you are caught turning in someone else's work as your own, you will receive a failing grade and I will be forced to report the incident to Student Affairs where you may face further penalization.

That being said, this class is built on work that thousands have done before, and better programs are

written with the help of multiple minds. Not only will much of the classwork be group work, but I will make sure to guide you in times where it is most beneficial to cannibalize others code.

Either way, if you are going to use ANYTHING THAT YOU DID NOT WRITE YOURSELF, you should always cite the owner.

Grading:

Projects:	30%
Labs:	35%
Quizzes:	10%
Exams:	25%

Projects:

Projects are due **in print** at the start of class. Projects that are not printed out and on the desk by the time class begins on the due date, will be marked late. Late projects are deducted 25% per day (not class period). If you turn in a late project to my mailbox on a day we do not meet, please get the secretary to date it, otherwise the project will be assumed to be turned in the day I receive it. As each project is work ~10%, do not expect to do well in this class if you fail to turn in projects on time.

Labs:

Labs are due by the end of lab time, they must be demoed to either me or the lab assistant. Late labs will be deducted 25% if they are turned in within a week, no credit will be given for labs turned in after that. All labs will be turned in via canvas (on the assumption that canvas will start obeying my commands), containing all required *.java* files. DO NOT upload *.class* files. DO NOT upload any *.jar* files that do not include the source code. Only source code will be graded

Quizzes/Exams:

From time to time I will give out quizzes simply to gauge how much of what I say is managing to sink in. They are more for me to catch up with you then they are something for you to stress about. There will be a final exam and a midterm in this class.

Final Notes

I reserve the right to make changes to the syllabus as the semester progresses and I see fit.