CSE 1325

Week of 08/24/2020

Instructor : Donna French

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2208-CSE-1325-006

2020 Fall

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2208-CSE-1325-006-OBJECT-ORIENTED PROGRAMMING

CSE 1325 - Object Oriented Programming

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Welcome!

Welcome to CSE 1325. We will be learning C++ and object oriented programming this semester. We'll build on what you learned in CSE 1320 and some new concepts that will prove useful as you advance in your CSE education.

View Course Stream
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To Do

- Welcome! Aug 19 at 3:40pm |
- Survey is available! Aug 19 at 3:41pm |
- Survey Aug 20 at 4:54pm |
- First Day of Class Aug 24 at 1:48pm |
- Tomorrow!!! Aug 25 at 6:03pm |
- Tomorrow!!! Aug 25 at 6:05pm |

Syllabus

CSE 1325 – Object Oriented Programming

Fall 2020

Instructor Information

Instructor	Donna French
Office Number	ERB 652
Office Phone	I don't have a phone in my office, but in case of an emergency you can call the CSE department at 817-272-3785.
Email Address	donna.french@uta.edu (best way to contact me)
Faculty Profile	https://mentis.uta.edu/explore/profile/donna-french
Office Hours	Monday, Tuesday, Wednesday, Thursday 4:00 pm – 5:30 pm

Syllabus

Course Information

Section Information

CSE 1325 Section 005

CSE 1325 Section 006

CSE 1325 Section 900

Time and Place of Class Meetings

Monday, Wednesday	2:30PM – 3:50PM	WH402	Section 005
Monday, Wednesday, Friday	11:00 AM – 11:50 AM	WH404	Sections 006 and 900

Hybrid 3

Required Textbooks and Other Course Materials

A specific textbook is not required for this course. We will be referencing a website called learncpp.com. All needed materials will be provided in class.

Syllabus

Technology Requirements

All testing will be online and will require the use of Respondus LockDown Browser and Monitor; therefore, students are required to have access to a computer and a web camera. Cell phone cameras can be configured to act as web cameras with Monitor. You can find more information on the library's website at

https://ask.uta.edu/friendly.php?slug=faq/294751

Syllabus

Grading Information

Homework Policy: Programming is learned by doing – not just by reading about it or listening to someone talk about it. How well would you play a sport or a musical instrument if you only read about how to play or listened to someone lecture about how to play? There will be coding assignments and homework assignments almost every week. You will not be able to pass this class with a C or better unless you do the coding assignments. The homework assignments are to reinforce the in class presentations and will serve as your study guides for the exams.

Since all assignments/code will be submitted via Canvas, you will have 24 hours after the due date/time to submit your work but it will incur a 50% penalty. PLEASE remember that 50 points out of 100 is better than ZERO.

Syllabus

Please note – Coding Assignments that do not compile or compile with ANY warnings on the class's VM will be assigned a grade of 0 automatically. No partial credit will be given for code that does not cleanly compile. Code must run in order to be tested/graded. A penalty of 10% will be applied for each day a Coding Assignment is turned in late.

While I do encourage students to work together on understanding Coding Assignments, I expect every student to do their own work and turn in their own code. Coding Assignments are checked for similarity – any student's code that is determined to be too similar to another student's code submission will be assigned a 0 for the first offensive and will be referred to the Office of Student Conduct for any subsequent incidents. This policy will be applied to all students involved – does not matter if you are copying someone else or allowing someone else to copy you.

Any assignment from this class that is found posted on the web in any format will be voided for all sections and a new coding assignment will be assigned to all students unless the student who attempted to cheat via the web is identified.

Syllabus

Grading Policy: Letter grades will be assigned as follows: 90-100 = A, 80-89 = B, 70-79 = C, 60-69 = D, 0-59 = F.

Final Exam	10%
Homework/Crash Course	10%
Code	10%
Online quizzes	70%

No make-up exams will be given except for extenuating circumstances beyond the student's control (in the instructor's opinion). Poor planning or forgetfulness on your part won't be considered an emergency.

Departmental Final: Due to the current circumstances, there will not be a Departmental Final in Fall 2020.

Syllabus

Attendance: At The University of Texas at Arlington, taking attendance is not required but attendance is a critical indicator in student success. As the instructor of this section, I will not specifically take attendance, but a significant portion of your final grade will be earned in class; therefore, if you do not attend regularly, your grade will suffer. If you miss an Online Quiz (OLQ) for ANY reason other than a university authorized absence, you will automatically receive a 0 for that quiz. There will be no makeup quizzes unless you were absent due to a university authorized event and can provide documentation of that excused absence prior to missing class and the OLQ.

Syllabus

Important Dates

Wednesday, August 26th	First day of class
Monday, September 7th	Labor Day Holiday
Friday, September 11th	Census date
Friday, November 6th	Last day to drop classes
November 25th – 27th	No classes scheduled – Thanksgiving holidays
	Students will not return to campus after Thanksgiving holiday –
	Instruction will be completely online until the last day of classes
Tuesday, December 8th	Last day of classes at UTA

Canvas and Email

- I use Canvas for everything.
  - Any material presented in class will be posted on Canvas
    - Slides
    - Code examples
    - Extra info like bash commands and Ubuntu alternate instructions
- I use email A LOT
  - I expect that you will check your UTA/Canvas email at least once per day
  - If you send me an email, you can expect to hear back from me within 24 hours or less unless I have announced that I will specifically be out of touch.

Homework

- Homework will be assigned on Mondays at noon and will be due the following Monday by midnight.
- Homework will usually consist of questions covering the previous week's lectures.
- Any homework submitted within 24 hours after the due date will incur a 50% penalty but 50% is better than 0%.
- Homework questions are taken directly from the slides, class discussion and coding assignments.
- Homework will appear in Canvas as “Quizzes” in order to make use of Canvas’s ability to automatically grade that type of submission.
- Completing and understanding the homework will prepare you for the exams.
- Homework is 8% of your grade.

Crash Course

- Crash Course video quizzes will be assigned on Mondays at noon and will be due the following Monday by noon.
- Any quizzes submitted within 24 hours after the due date will incur a 50% penalty but 50% is better than 0%.
- Quiz questions are taken directly from the videos. I highly suggest you turn on Closed Captioning to get exact phrasing and spelling.
- Crash Course quizzes will be appear in Canvas as “Quizzess” in order to make use of Canva’s ability to automatically grade that type of submission.
- The purpose of the quiz is to verify that you have watched the video – not to test how much you already know; therefore, alternate terms will not be accepted even though they may be correct.
- This should be an easy 100% every time.

Coding Assignments

- Coding Assignments will be assigned on Mondays at noon and will be due the following Monday by noon.
- Some of the assignments will build on the previous week's assignment. They will start out easy and will get progressively harder.
- Turn in early and ask me to review. Email me what you have and ask questions. Don't get stuck.
- Coding Assignments will be graded by your assigned GA. They will use the provided rubric to grade your programs. Review the rubric yourself before submitting your final version. **Code that does not compile or compiles with warnings in the CSE 1325 VM will automatically receive a grade of 0.**
- Google is not your friend
  - Ask Google – find a thousand places to look
  - Ask your professor – find the right place to look

OnLine Quizzes

Quizzes given in class will make up 70% of your overall grade.

These quizzes will test your ability to read and write code.

OLQs will cover material from class and coding assignments.

The best way to study for the OLQs is to do the Coding Assignments and **understand** them.

Final Exam

The Final Exam is 10% of your overall grade.

The Final Exam will be the same type of 2.5 hour exam that would be given in person.

The 2.5 hour exam will be broken up into 5 thirty minute quizzes called FEQs (Final Exam Quizzes).

Each FEQ will represent a portion of what would have been the Final Exam in person.

Code Formatting

Formatting will count as 10% of the grade for any code you write in this class – Coding Assignments or OLQs.

- Indention and alignment
  - Code blocks should be indented at least 3 spaces and not more than 5 spaces
    - If tabs are used, always use tabs and set tab size to be 3-5 spaces
    - If spaces are used, always use spaces and always use the same number of them
    - Curly braces { } should align vertically and be on their own line

```
A
{
   B;
   C
   {
      D;
   }
}
```

Code Formatting

Code formatting has several benefits

- allows quick readability – it is easier/faster to understand the gross structure of the code without in depth examination
- allows for less reliance on the editor to match up braces and code blocks
- creates readable code that is easier for someone other than the student to read – for example, when the student is asking the instructor or TAs for assistance
- allows for easier grading of code – both the instructor and student benefit – code that is easier to grade is less likely to be marked as incorrect
- gives the students the experience of apply a given formatting standard which they will likely encounter as a professional programmer

Learning C++

- C++ can run differently depending on what machine you are using
- We will be using a standard setup that everyone will be required to use
- We will be using
  - C++ 11
  - Linux Ubuntu 64 bit

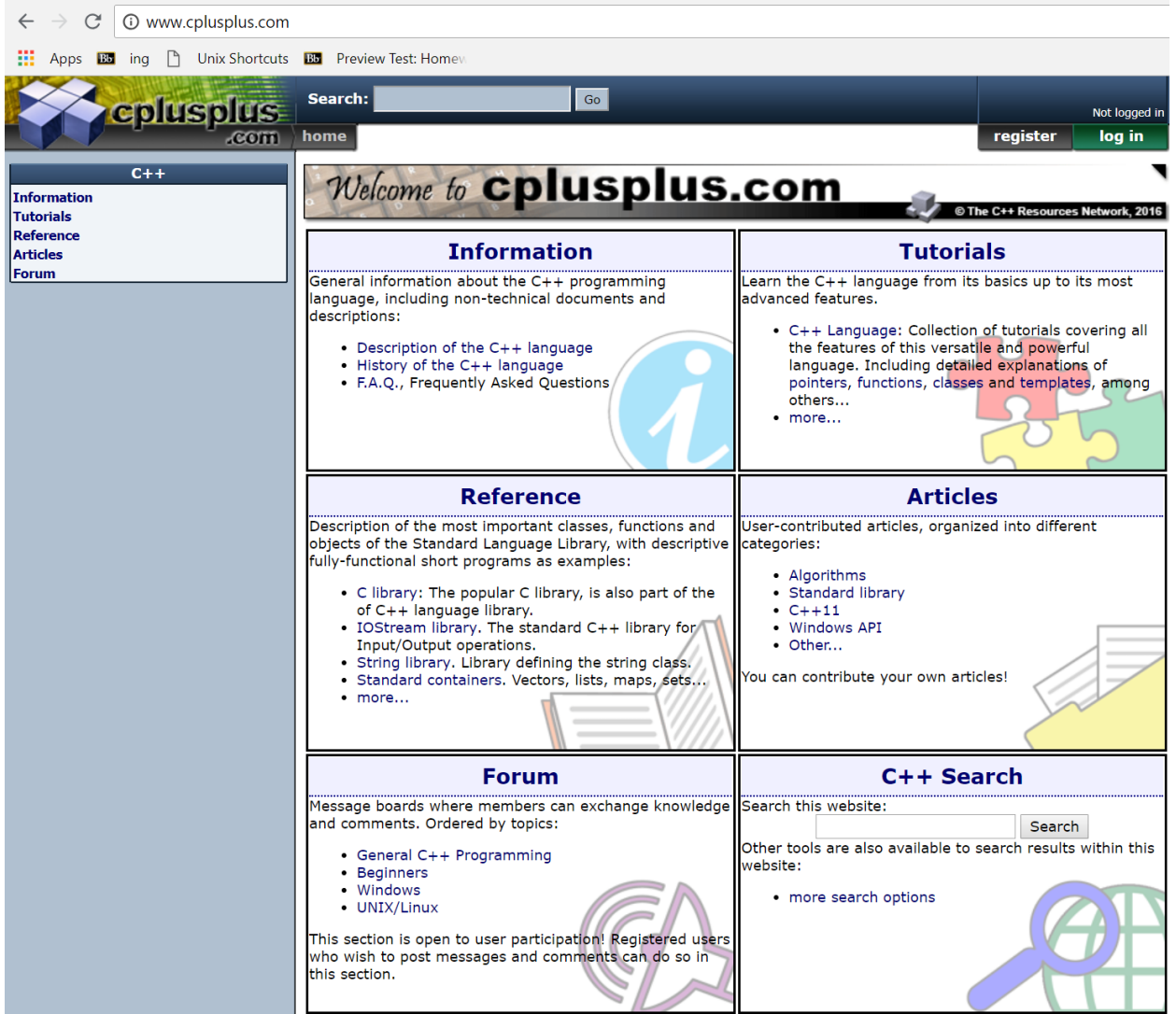
C++ Resources

www.cplusplus.com

is a good resource

Other resources

- Stack Overflow
- O'Reilly books



Website for CSE 1325
www.learncpp.com