### This Course in a Nutshell.

| Data Structures and Algorithms                       | Software Engineering and Development        |
|--|---|
| <ul> <li>Hash table, binary search tree</li> </ul>   | <ul> <li>Software testing</li> </ul>        |
| <ul> <li>Red-black tree, B-tree, AVL tree</li> </ul> | <ul> <li>Parsing</li> </ul>                 |
| <ul> <li>Divide-and-conquer</li> </ul>               | <ul> <li>Design by contract</li> </ul>      |
| <ul> <li>Dynamic programming</li> </ul>              | <ul> <li>Design patterns</li> </ul>         |
| <ul> <li>Complexity analysis</li> </ul>              | <ul> <li>Intellectual properties</li> </ul> |
| <ul> <li>Benchmarking, performance</li> </ul>        |   |
| <ul> <li>Persistent data</li> </ul>                  |   |
|  |   |

#### Tentative Course Plan

| Week | Lectures                     | Labs                 | Assessments          |
|------|------------------------------|----------------------|----------------------|
| 1    | Software Testing             |                      |                      |
| 2    | Data Structures I            | Lab1 Warmup          |                      |
| 3    | Data Structures II, III      | Lab2 Testing         | Lab2, QZ1            |
| 4    | Algorithms I                 | Lab3 Trees           | Lab3                 |
| 5    | Algorithms II, III           | Oral Test (Hurdle)   | Written Test         |
| 6    | Performance, Persistent Data | Lab4 Persistent Data | Lab4, QZ2, GP starts |
|      | 2-Week Break                 | Practice             | IndAsg               |
| 7    | Parsing                      |                      | Midterm              |
| 8    | Design by Contract           | Lab5 Parsing         | Lab5, QZ3            |
| 9    | Design Patterns              | Practice             |                      |
| 10   | Intellectual Properties      | Practice             | QZ4                  |
| 11   | Review                       |                      | GP due               |
| 12   | Group Project, Demo          |                      |                      |

#### Online Teaching

- Live online lectures
  - Interactive, but time constrained
- Pre-recorded lectures
  - Flexible and rewatchable, but lack of interactions
- Harness both live and pre-recorded lectures
  - All live lectures have pre-recorded versions
    - But not all materials in pre-recorded lectures are covered in live lectures
  - Pre-recorded lectures are not recorded live lectures
    - Live lectures also contain more audience participation and interactions
- You are strongly encouraged to both attend online lectures and watch pre-recorded lectures for revision

#### Assessments

| Assessment Items        | Weight |
|-------------------------|--------|
| 4 Lab Assignments       | 8%     |
| 1 Individual Assignment | 3%     |
| 4 Quizzes               | 4%     |
| Test (Oral + Written)   | 5%     |
| Group Project           | 20%    |
| Mid-term                | 25%    |
| Final Exam              | 35%    |

#### Labs and Individual Assignment

#### • 5 Lab sessions:

- Lab registration on Wattle (open in Week 1 Wednesday noon)
- 2-hour lab session per week for practical programming tasks
- Write to tutor Henry Zhu (<a href="henry.zhu@anu.edu.au">henry.zhu@anu.edu.au</a>) for any lab registration issues
- 4 Labs have assignments, which are submitted on Wattle
- One individual assignment in semester break
- Note: Pay attention to the submission requirements
  - DO NOT add package name, nor change class, method, variable names
  - Violation will result in 50% mark reduction



- 4 Online quizzes on wattle
  - Multiple choice questions
- Questions will be normally available on Monday and due on Saturday
- You can complete anytime in a given week, but
  - Only one attempt is not allowed
  - 1-hour time limit (once it's started)

## Group Project

- Up to 4 students per group
- Develop a system based on the knowledge of this course:
  - Apply data structures, persistent data, parsing, testing, etc.
  - Emphasis on teamwork, creativity, technicality
  - Practice Git, documentation, design by contract, etc.
  - GUI/Android is optional
- Details (requirements, guidelines, rubrics) will be available in Week 6



- In Week 5
- Oral
  - Demonstration of using IDE
  - Basic programming concept
  - Hurdle: must pass in order to pass this course
- Written
  - Self-invigilation
  - Multiple-choice questions
  - Programming questions
  - You can complete anytime in a given week
    - Only one attempt allowed with 1-hour time limit

#### Mid-term and Final Exam.

- Format
  - Self-invigilation
  - Multiple-choice/short questions
  - Programming questions
  - 2-3 hour exam duration
- Covering all lectures, lab materials and assignments
  - This year has an increased weight on non-programming questions
- Good news: final exam is not a hurdle in this semester!
- Practices of past exam questions will be provided
- More information at the end of semester

#### Self-invigilation

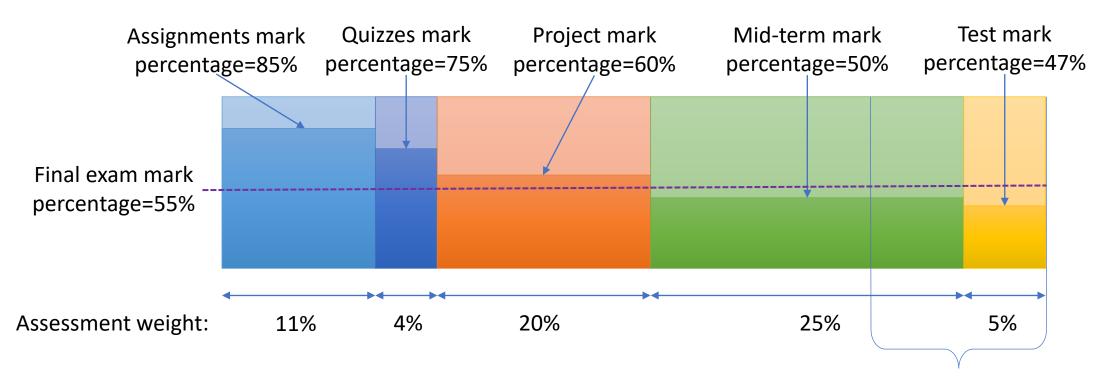
- Record the screen, camera and microphone by yourself during test/ mid-term/exam
  - Instructions and demo will be provided
  - Videos need to be kept for at least a month
- 2. Upload a hash of the recorded video at the end of test/mid-term/exam
  - Prevent tampering of recorded video
- 3. Random interview
  - Check your recorded video and hash
  - Oral test your answers
- Failure to comply with self-invigilation will result in severe penalty



- You will be rewarded with ★stars★ for supportive and positive behavior
  - Reporting any cheating and dishonest behavior
  - Showing positive interactions in lectures and on forum
  - Supporting your fellow students in lectures and on forum
  - Helping instructor and tutors
  - Providing constructive suggestions and feedbacks
- How to use your stars?
  - 1 star = 1% of total mark that can be redeemed from the final exam
  - Redemption begins with your assessment items of the lowest mark percentages
- Good news: all students by default are awarded 3 stars in the beginning of semester!

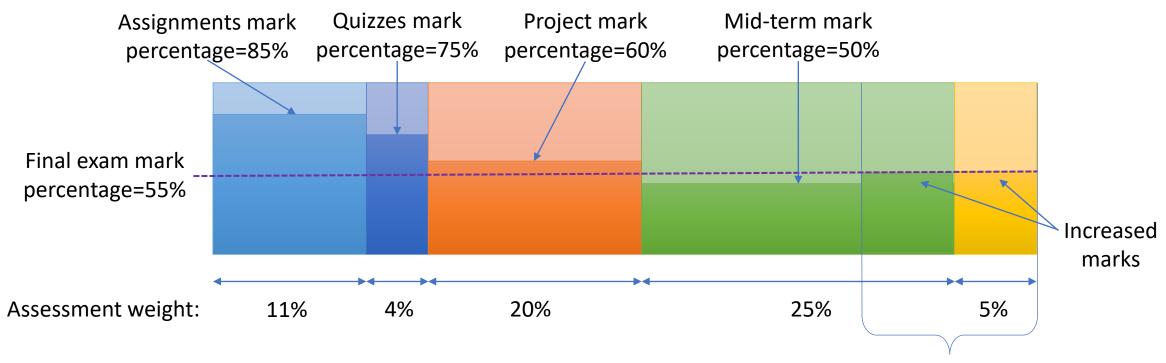
#### Redeeming Stars: Example

- Mark percentage = your received marks / total marks
- Consider the following example:



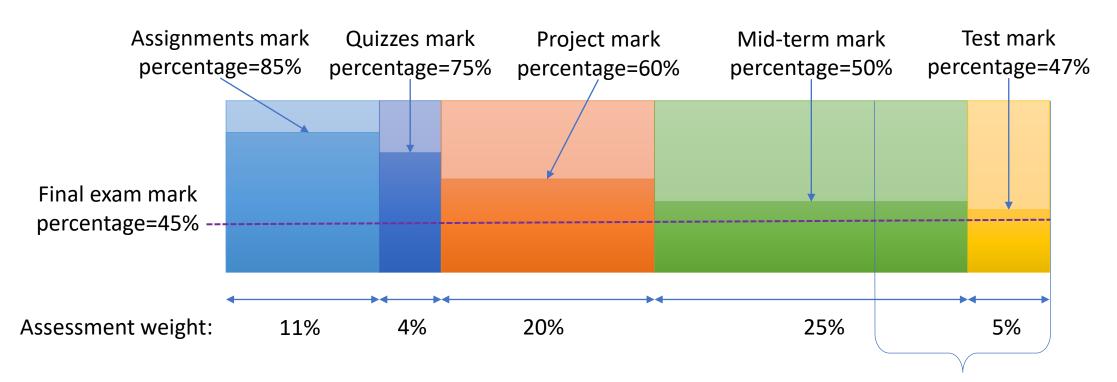
#### Redeeming Stars: Example

- Consider the following example:
  - After redeeming 10 starts, you will receive



#### Redeeming Stars: Example

- Consider another example:
  - If final exam has a low mark percentage, redemption would not help



#### Late Submission

- Submissions after deadlines are normally unacceptable
  - As per university policy of late submissions
- However, special consideration may apply under specific conditions
  - Your total marks nearly miss PX or P at the end of semester
- How to evaluate late submission
  - Upload your late submission to your own GitLab repo as soon as possible, even the submission deadline is passed
  - Once uploaded, don't modify your submission
  - Request for special consideration at the end of semester and share your repo
  - We will check your submission and its upload time, and decide if special consideration will be granted
  - Don't send your late submission directly to instructor or tutors

# Appeal

- From the date that your assessment marks are released electronically, you will have a maximum period of two weeks to question your marks
- You need to fill up an appeal request form for each appeal
- After two weeks, your mark will be final
- Release of assessment marks and appeal forms will be usually announced on the course announcement forum

#### Further Questions

- Please check FAQ page on wattle for a list of FAQs
  - Many questions have been answered previously
  - Consult FAQ first before you post any questions about this course
- Post your questions on wattle forum
- There is always a tutor who will provide you a quick answer on the forum daily (Monday to Saturday)
  - This is the most efficient way to get an answer
- Private confidential questions can be addressed to instructor by email