CS 162: Introduction to Computer Science II

Fall 2007
Location: KEC 1001
Time: M, W, F 8:00-8:50

Staff

Instructor: Dr. Weng-Keen Wong
Office Hours (in KEC 2075):

- Wednesday 9:00 am -10:00 am,
- Friday 2:00 pm – 3:00 pm
- By appointment

Teaching Assistants: TBD
Office Hours:

- TBD
- By appointment

Course Webpage and Blackboard

Webpage:

http://classes.engr.oregonstate.edu/eecs/fall2007/cs162/

Check this page often! It is updated regularly with important announcements!

Blackboard:

Go to http://my.oregonstate.edu, login with ONID ID

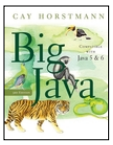
We will use Blackboard for:

- Discussion Forum
- Storing grades
- Quizzes

Textbook and Prerequisites

Textbook:

Horstmann, Cay S.,
Big Java, 2nd Edition
or
Big Java, 3rd Edition



Prerequisites:

- CS 161
- MTH 231 or ECE 271

Prerequisite *Java* Skills :

- compile/execute Java programs
- understand Java *data types* and *variables*
- create/instantiate Java *objects*
- use Java *libraries*
- design/implement readable Java *classes*
- design/implement/invoke Java *methods* with *parameters*
- create/evaluate *expressions* with *operators*
- create/evaluate *conditions*
- design/implement *decision* and *repetition* structures
- define/use *arrays*
- catch/handle *exceptions*
- handle *interactive I/O*

Recitations

- No recitation this week
- Attendance is mandatory
- To get the most out of recitation, bring your laptop and try out the programming material
- Occasionally, we will have you do exercises during recitation and submit them at the end
- Quizzes and exams are handed back during recitation

Outline

1. Academic Honesty
2. Grading and Assignments
3. What's this course about?
4. How to do well in this course

Academic Honesty

Honesty is absolutely essential in order for learning to take place.

Your approach to academic work will form the foundation of professional integrity in your career.

Academic Honesty

- You are expected to do your own work!
- But, you are allowed to verbally discuss **general** approaches and strategies with other students, TAs or the instructor
- Do not simply let someone else tell you how to solve the problem
- Don't let someone else copy your work
- When it comes time to write source code, do it by yourself!

Academic Honesty

- If you give or receive help you must describe that help in the program header block (more on this later)
- If you list another student as a collaborator, that student must also list you as a collaborator.

Academic Honesty

Things you are **NOT** allowed to do:

- Use code (printed or electronic) from other students
- Use code from the Internet (unless explicitly allowed by the instructor)
- Give your code (printed or electronic) to other students
- Ask another student to troubleshoot your code
- Help another student to troubleshoot their code

Academic Honesty

Examples of academic dishonesty

- Copying code (electronically) from any source and then changing…
  - the header block
  - the variable/method names
  - the comments
  - etc.
- Giving your code to someone else to do the above

We will be using software to check for plagiarism!

Academic Honesty

- University Academic Honesty Policy:
  http://oregonstate.edu/admin/stucon/achon.htm
- CS Academic Honesty Policy:
  http://www.eecs.oregonstate.edu/undergraduate/cs/dishonesty.html

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Grading and Assignments

Approximate grade distribution (may change slightly):

- Assignments – 30%
- Recitations, Quizzes, Misc items – 5%
- Midterm 1 – 15%
- Midterm 2 – 15 %
- Final – 35%

There may be the occasional in-class surprise quiz

Note: Your three exam scores (final weighted twice that of a single midterm) must average >= 60% to pass the course.

Grading and Assignments

- Allowed only 1 late assignment. The late assignment must be submitted by due date + 48 hours.
- You have 1 week after the exam or project has been returned to the class to question your grade.
- If you cannot take an midterm/exam at the scheduled date/time, contact the instructor at least 1 week in advance to arrange for an alternate test date/time.
- Students who miss a midterm or final exam without an excused absence will be given a mark of 0.

Handing in Programming Assignments

1. Make sure you have an ENGR account. If you don't go to https://secure.engr.oregonstate.edu:8000/teach.php?type=want_auth
2. Log in at the website above
3. Click **Submit an Assignment**
4. Choose the assignment from **List of Assignments**
5. Browse for the files to submit
6. Select the relevant source code file(s)
7. Click **Submit**
8. Verify successful submission

Submitting programs

- Must be submitted electronically by 11:59 PM on the due date.
- Be sure to submit **all** files that are required to run your program.
- Note: If you submit your assignment multiple times, we will mark the latest assignment you submit

Program Development

- We will be using Eclipse
- Available for free at http://www.eclipse.org
- Note: CodeWarrior is being phased out in EECS

What if I need help on assignments?

1. Post to the discussion forum on Blackboard (make sure you don't post code that gives the answer away)
2. See me in my office hours or make an appointment
3. See the TAs in their office hours or make an appointment

Do not send email about homework questions to me! I will not reply to them. Instead, post to the discussion forum

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What's this course about?

Programming principles:

- Object-Oriented design
- Algorithmic complexity
- Testing
- Recursion

Learning Objectives

1. Develop programs that require:
   (1) The use of multiple classes and structures and
   (2) The understanding of abstraction, modularity, separation of concerns, and exception handling.
2. Classify moderately complicated algorithms in these complexity classes:
   O(1), O(log n), O(n), O(n log n), $O(n^2)$
3. Develop test-data sets and testing plans for programming projects
4. Produce recursive algorithms

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How to do well in this course

- This is not a basket-weaving course. Don't expect to pass it with minimal effort
- The course isn't necessarily hard, but you must put in the effort and do the assignments in order to master the key concepts
- Assignments can be time consuming – start early!
- Treat the course like learning a new language. You gain proficiency through lots of practice.

How to do well in this course

1. Start your assignments early! Ideally, start about 4-5 days before they are due
2. Attend all the lectures. Ask questions during class if something isn't clear
3. Attend all the recitations. Ask questions during the recitation if something isn't clear
4. Do the practice exams
5. Experiment with Java! Feel free to explore the API and try out things we didn't cover in class.