

Spring 2017 CS 162 Recitation Syllabus

Recitations are designed to enhance the class by assisting with quality design concepts, checking understanding of core material covered in lecture and elaborating on new material in the course. **Laptops are not allowed during recitation.** Paper and a writing utensil are required.

Recitation Points/Percentages

Design Posts (4 in a term) – 40%

Recitations will focus heavily on design and critical thinking. To enhance this learning, every student will submit their design to **Canvas** for the assignments #1-5 one week prior to the due date for each assignment. For example, if an assignment is due the Sunday of Week 2, then the design for the assignment must be posted **on Canvas by 11:59pm on the Sunday** of Week 1. The design will be posted under the **Assignment section/tab** of Canvas for your recitation, and **you must submit the design as a pdf!!!** The design does not need to be correct but show good faith effort to creating **quality design** for the current assignment, and it **MUST** address 1) Understanding the Problem (2 pts), 2) Flowchart and/or Pseudocode (must contain function details and header info) (4 pts), and 3) Test Cases (must contain good, bad, and edges) (4 pts).

By default, you will receive one point for each area addressed in the design (up to 3 points for just turning in something!). The remaining points for each area will be based on how thorough and complete each section is. For example, restating the problem for the design area 1) Understanding the Problem will only get you one point. You must **describe and justify** your understanding of what the problem is asking you to receive full credit, i.e. both points. For test cases, you **MUST** have **good (1 pt), bad (1 pt), and edge (1 pt)** cases to receive full testing credit, and your design needs to include details for the **logic in the functions (1 pt)**, as well as information about the **pre/post conditions and return values (1 pt)**, and the **relationship among the functions/classes (1 pt)** for full design credit. Your recitation TA will grade the design after they are due and will discuss examples of good and bad designs for that week's assignment in recitation.

Late designs up to 5 days are accepted for full design credit, but you will receive a zero on the critique grade. For example, if you fail to turn in your design on time (by 11:59pm on Sunday) to Canvas, then Canvas cannot assign designs to you to critique, which means your penalty is ultimately a zero on the critique grade.

Design Critiques (4 in a term) – 20%

If your design was posted to the **Assignment section/tab** Canvas on time, Canvas will assign you two designs to critique after the design due date on Sunday at 11:59pm. You must provide your peers with quality critiques **focused on enhancing their design** by 5 pm on the Friday after the design due date. For each critique, you must provide 1) a design grade (out of 10 points) based on the grading criteria above (1 pt) and 2) quality justification/comments on why you gave the design grade you did (1 pt). Even if you give a peer design full credit (10 pts), then you must provide a description of why you think the design is worth all 10 points. A justification such as, "The design was good", is not a quality justification and will not earn you any points. Critiques are worth a total of 4 points, and the purpose is to help your peers improve in future designs and possibly improve their current assignment, in addition to helping yourself by seeing the work from peers in the class.

Quizzes (10 in a term) – 40%

Each recitation will conclude with a short, check point quiz which will cover the previous week's material from class and/or lab. The quiz will include short answers and multiple choice. The points for quizzes vary and are based on the number of questions. Take home quizzes are emailed to your recitation TA before the following recitation and in-class quizzes are collected as you exit the recitation. TAs will discuss quiz answers in the following recitation.