CSCI/CMPE 2380
Computer Science II

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Expectations

- Why are you here?
  - In this class
  - In this major
  - At this University

Expectations

- This class focuses on practical skills:
  - How to design programs to solve problems
  - How to effectively and efficiently write, debug and test
  - How to evaluate program correctness and quality

- What does it take to learn that?
  - What's the best use of class time?
  - What do you have to do on your own?

Expectations

- This course can be hard.
  - Builds on 1370, must have that material down
  - Highly cumulative
    - Once you fall behind, your chances of catching up aren't good
  - Going beyond how to write programs
    - Creative problem solving design
    - Determine *good* solutions, not just working solutions
    - More high-level concepts to understand
  - But, that also makes this course far more interesting than 1370

Expectations

- Learning is a skill and a process
  - It doesn't "just happen" by showing up
  - Like any skill, you can improve by training
    - Questions are more important than answers!
    - You must be able to evaluate your own progress
    - You need a good plan to guide you
    - It takes a solid time commitment
    - It takes will power in the face of frustration

- Learning the content of this class is *nowhere near as important* as developing your learning skills

Taking Control

- Identify what you don't know
  - Listening/reading isn't enough!
  - Test yourself by trying (labs, exercises, book examples, class examples)
- Do something about it!
  - Try a problem
    - Work on it first, several hours is not unreasonable!
    - Read about the topics outside of class
    - Ask questions in class, come to office hours
    - Go over the solution and see where you went wrong
- Practice until your knowledge is reliable
  - Seeing a solution does not equal understanding
  - You **must** try another problem until you can do it yourself

Course Information

http://faculty.utrgv.edu/emmett.tomai/courses/2380

- All course materials and announcements will be available on this web site
  - Syllabus
  - Instructor contact information
  - Lecture materials
  - Assignments, labs, review questions
  - Due dates, exam schedule, announcements

Course Information

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- Course announcements and other updates will be sent via email as well
  - You are expected to check your email every weekday and at least once on weekends
  - According to new University policy, class-related email must be done using your broncs.utpa.edu address and my utpa.edu address

Course Structure

- My job is to support your learning process
- Material will be presented in 2-3 week modules, each with:
  - Major concepts
  - Key new skills
  - Significant example programs we will work through
  - Lab activities and additional exercises for key skills
  - At least one assignment for major concepts
  - An exam
    - To give you feedback so you know where you stand
    - To give me feedback so I know where we are at
    - To allow me to evaluate your understanding for your grade

Course Structure

- In class we will:
  - Consider problems and figure out what questions to ask
  - Explore the answers to those questions
  - Introduce concepts and see how they apply
  - Evaluate how good those answers are
  - Explore the processes of design, coding, debugging and testing

Course Structure

- Most weeks, we will meet in lab on Thursday
  - You have to pay attention to where we're meeting (announcements in class, on the website, by email)
- In lab you will:
  - Have hands-on time to write code
  - Practice with the concepts presented in lecture
  - Ask questions
  - You are encouraged to discuss amongst yourselves
    - (just make sure you're getting real practice or you'll crater in the rest of the class)

Course Structure

- Outside of class you will:
  - Have some preparation to do for *every* class meeting
  - Complete 5-6 multi-week assignments
  - Use online tools to share and discuss
  - Practice writing code
  - Practice finding resources and answers
  - Practice verifying and evaluating those answers
  - Practice critiquing your own work and others'
  - Practice more
  - Practice as much as it takes
  - **This is where the real work happens!**

Scoring and Grading

- Your score will be calculated as:

Exams	50%
Assignments	30%
Labs and in-class exercises	20%

Total possible score (max):	100%

- Final grade:

90-100%	A
80-89%	B
70-79%	C
60-69%	D
0-59%	F

Textbook

- Zyante *Programming in C++* online interactive text
  - Contains interactive activities and practice
  - Allows me to follow your progress
  - $67, online access good through end of semester
    - Can be downloaded and saved as non-interactive pdfs
    - If you bought the same book before, it will be half off
  - Limited internet access? Online payment issues? See me!
  - Link to subscribe will be on the Course Info page of the course website
- Want a physical textbook?
  - Go for it, any one will be fine
  - I'd recommend one with lots of examples

Tools

- We will be using Microsoft Visual Studio
  - Big, complicated tool, we'll only be using a small part of it in this course
  - If you're not regularly writing code, at a computer, outside of class, **you're doing this course wrong.**

- The textbook has it's own web-based programming environment
  - Convenient for some exercises and some labs

Lab Space

- ENGR 2nd Floor Computer Science lab (2.212)
  - This is *by far* the best place to do you out-of-class work
  - Meet other majors, older students
  - Students with community do far, far better throughout college
  - Lab consultants available for class help

Etc.

- Students are expected to attend all lectures and labs
  - You miss things, you miss the points
  - No make-ups, late turn-ins, etc.
- Got a legit excuse? Contact me *as soon as possible*
  - Happy to accommodate
- Know you're going to miss something?
  - Talk to me *beforehand*, we'll see what we can do

Office Hours

- By appointment, email one day in advance
  - Best way to make sure I'm there
- Scheduled drop-in ("office") hours
  - See my schedule on the course website
  - Open drop in, first-come first-served
- Drop-in whenever
  - I may be there, I may not, check the calendar on the course website
  - I may be busy, if so I'll just tell you to come back later

Teamwork and Academic Honesty

- Students are encouraged to assist one another, but each student must still do their own work
- **Giving and receiving sections of code is cheating**
  - Both people are equally culpable
  - Discussing the problem? Good! Look at the same code? Cheating.
  - Never, ever, ever email someone else your code, they **will** copy it
- All students should be familiar with University policies on academic dishonesty
- Some homework assignments will allow teamwork in randomly assigned pairs
  - Partners are there to learn teamwork and motivate each other
  - Your partner is not there to carry you or teach you
  - You are responsible for the assignment, regardless of how helpful or not your partner is

Student Accessibility Services

- Services such as note takers, extended test time or separate accommodations for testing are available
  - Contact the Student Accessibility Services office
    - http://www.utrgv.edu/en-us/student-experience/student-academic-success/student-accessibility-services/
    - University Center 108
    - sas@utrgv.edu
    - 956-665-7005
- Verification of disability and processing is required
- Completely confidential

Closing Rants

- Don’t waste your time
  - Sitting here in this classroom gets you nothing
  - Engage, or go do something more interesting to you
  - Don’t give up the easy participation points!
- Trying Harder Is Not a Plan!
  - Set up a realistic schedule for class and out-of-class time
  - Practice what you hear in class, test yourself, and repeat
  - Know when to use your resources (book, TAs, mentors, consultants, friends, instructors)
  - Don’t let people tell you the answers! That’s not helpful.

Questions?

- All course details and policies, as well as a tentative schedule are in the course syllabus, available on the web site