

CSC152: Fundamentals of Computer Science II

Fall 2006

Instructor: Marge Coahran

Science 1410A

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Office hours (*tentative*): Mon 12:00-1:00 pm, Tues 5:00-6:00 pm, Fri 9:00-10:00 am, or by appointment. Please feel free to visit me during office hours. If you would like to see me outside of these hours, please contact me to schedule an appointment. Be aware that I am unlikely to be available for meetings on Thursdays since I intend to set that time aside for course preparation.

You should also feel free to send me email with any questions or comments you may have during the course. I will try to respond to email promptly, but this is likely to mean an hour or two, not a minute or two.

Course website: <http://www.cs.grinnell.edu/~coahranm/csc152/f2006>

Announcements, assignments, and readings will be announced in class and posted on the website. I may also post answers to frequently asked questions on the website. Please check it regularly.

Class meetings: MTWF 11:00–11:50, Science 2417

Class meetings will include lectures, discussions, and laboratory exercises. During the first half of the course, laboratory exercises will be particularly frequent.

Textbook: There is no required textbook for this course; however, required readings will be posted on the course website throughout the semester. During the first half of the course, these readings will be assigned for almost every class meeting. They should be read prior to the class meeting for which they are assigned.

In addition, you may find the following book helpful. It is available in the bookstore for \$10.

Optional: Ed Burnette, *Eclipse IDE: Pocket Guide*, O'Reilly, 2005

Course work and grading distribution:

<i>Item</i>	<i>Weight</i>	<i>Date</i>
Assignments (8-10)	40%	approximately weekly, except test weeks
Midterm Test I	20%	Fri, September 29
Midterm Test II	20%	Wed, November 1
Final exam	20%	Wed, December 13 (9:00-12:00)

Rough Schedule* of Course Topics

<i>Week</i>	<i>Dates</i>	<i>Topics</i>
1	8/25 - 9/1	Introduction to Unix, Eclipse, and Java; primitive and reference data types
2	9/8 - 9/8	I/O, strings, conditional execution
3	9/11 - 9/15	Static methods, iteration, arrays
4	9/18 - 9/22	Introduction to object-oriented programming, writing classes
5	9/25 - 9/29	Standard methods, JavaDoc, inheritance
6	10/2 - 10/6	Interfaces, polymorphism, exceptions
7	10/9 - 10/13	Time complexity (asymptotic analysis)
	10/16- 10/22	<i>Fall Break</i>
8	10/9 - 10/13	Algorithms: searching, sorting, dynamic programming
9	10/30 - 11/3	Overview of ADT's and data structures, dynamic arrays
10	11/6 - 11/10	Stacks, queues
11	11/13 - 11/17	Priority queues
12	11/20 - 11/24	Dictionaries, binary search trees (<i>no Friday class: Thanksgiving</i>)
13	11/27 - 12/1	Binary search trees, hashing
14	12/4 - 12/8	Lists, graphs

**Please note that this is a rough schedule, and as such it is subject to change.*

Late homework submission and grace days:

Homework assignments will be due at the beginning of class. Assignments that are submitted more than 10 minutes after the beginning of class will be considered late. Aside from the grace day policy described below, I will not accept late homework assignments.

Every student will be granted two grace days (i.e., two 24-hour extensions) that can be used for any homework assignment, for any reason. Please use it wisely: you may need it more later than you do now! I would appreciate hearing in advance by email if you intend to use a grace day on a particular assignment since this makes my bookkeeping task easier. However, any assignment submitted late will automatically use your grace day, if it has not been used already.

Class attendance: I expect you to come to every class prepared to participate. This means you should do the assigned readings before the class session. If you cannot attend a class session, you are responsible to get any class notes from a classmate, and you are responsible to complete any missed laboratory exercises on your own time.

Accommodations for students with disabilities: If you have a disability, including a non-visible disability, please let me know early in the semester so that your learning needs may be appropriately met. You will also need to provide documentation of your disability to the Dean for Student Academic Support and Advising, Joyce Stern, located on the 3rd floor of the Rosenfield Center (x3702).

Collaboration and academic honesty:

Students are encouraged to work collaboratively on laboratory exercises, and limited collaboration on homework assignments is also allowed as described below.

As you know by now, the way to learn computer programming and other problem-solving skills is to practice! It is much more difficult to come up with a solution on your own than it is to understand someone else's solution. Therefore, your goal should be to solve assignment problems on your own. That said, there comes a point when it is not productive to continue "banging your head on the wall" in isolation. If you get stuck, please feel free to ask me for help. You may also ask other students for help, but if you do, you must adhere to the following rules.

- You must make a serious attempt at each problem on your own before collaborating with another student on that problem.
- You may discuss ideas and strategies for solving problems in general terms, but do not discuss the specifics of your computer program code. Do not look at other students' code, and do not show your code to other students.
- If you make notes or diagrams during a discussion, you must throw them away immediately after the discussion. You must then take at least a one-hour break, in which you think about other things, before writing your solution. This is a test of your understanding of the collaborative discussion. If you understand it, you will be able to re-create it; if you can not, then it is not appropriate for you to submit results from it as your own work.

These rules are designed to maximize your learning in this course and to ensure that the work you submit is your own. Abuse of these rules constitutes an academic offence and will be taken seriously.