CSc 120
Introduction to Computer Programming II

00: Basic info
Basic info about this class

• Second programming class
  – Prerequisite: CSc 110
  – looks at
    ○ more complex programs and programming problems
    ○ how data are represented and manipulated
    ○ how to think about and understand program behavior

• Assumes you have at least a little programming experience
  – can write small programs; execute, test, and debug them
  – if not: take CSc 110
Basic info about this class

• Programming language: **Python**
  – we will use Python 3
  – first few lectures: review basics

• Development environment: **idle**
  – comes with python

• If you don’t know python:
  – need to pick up the basics quickly
    ◦ let me know
    ◦ work with tutors and SLs
Instructional staff

• Instructor: Russ Lewis
  ‒ Office: Gould-Simpson room 850
  ‒ Email: russelll@cs.arizona.edu
  ‒ Office hours: MWF 10-12

• TAs:
  ‒ Tito Ferra
  ‒ Mallory Walsh

• Preferred email for contact:
  ‒ cs120m17@cs.arizona.edu
  ‒ Copies all 3 of us!
  ‒ Fastest way to get a response
Meetings

• Lecture
  – MWF 1-3 PM Gould-Simpson 906
  – 10 minute break, somewhere near 2pm
  – All lectures will be recorded through Panopto
    – See D2L “UA Tools” menu

• Discussion sections:
  – n/a over summer
  – We'll do the section activities during lecture, on Fridays
Textbook

• No required text
  ‒ you will be given the information you need
  ‒ plenty of additional on-line resources available

• Optional text:

Assignments

• Typically, once a week (but not over Spring Break)
  – given out on Friday
    ○ several small problems:
      • Auto-graded
      • due Monday 9pm
    ○ one or two larger problems:
      • due Friday 1pm
  – graded feedback back to you by Wed

• 9 assignments (approx) over the entire semester
  – First one due next Mon (no short problems)
Assignments

• Due at time specified
  – Will use D2L clock; don't wait until the last minute!
  – Same due date for online students
• Email staff about emergencies (health, family, computer)

➢ plan ahead
  ○ plan around assignments etc. for other classes
➢ start early
  ○ procrastination is the surest way to sabotage your performance in this class
Late Days

• 2 Late Days allowed
  – Only for “large” program, not “small” problems
  – Max 1 day per assignment
  – Not allowed on first or last assignment
  – 0 on assignment if later than 24 hours, or on 3rd late assignment

• Not required for emergencies
  • Email staff alias!
Assignments

• Grading:
  – coding style
    ○ code structure, comments, etc.
  – functionality
    ○ tested using a computer program
    ○ you need to follow directions exactly
      • file names
      • function names
      • input/output format
      • ... anything else specified...

Taking liberties with assignment specs is not the right way to show your creativity!
Quizzes

• Weekly quizzes
  ─ Every week on Wednesday (beginning of class)
  ─ 15 minutes, no makeup
  ─ Drop 1
  ─ No quiz on Exam weeks (3x)

• Quiz this week (Jun 7) on class policies
Exams

• 2 Midterms
  – Jun 28, Jul 19
  – 1 hour (beginning of class)
  – Lecture after exam (OK to step out until then)

• Final:
  – Aug 9 (last day of classes)
  – 1 hour
  – You're done afterwards!
Online Students

• Quizzes
  – Turn in through D2L
  – Due 1pm Friday

• Exams
  – Using the “Examity” service
  – Must complete by Wed 3pm
    – DIFFERENT THAN QUIZZES
  – Necessary so that we can start grading
Grading policy

Components of your final grade:

- programming assignments: 40%
- weekly section participation: 5%
- quizzes: 10%
- midterms: 30%
- final exam: 15%

Regrade request deadlines:

- programs: within one week of getting grade back
- tests: within one week of getting grade back
Grading policy

Grade boundaries:

<table>
<thead>
<tr>
<th>Percentage</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>90% and above</td>
<td>A</td>
</tr>
<tr>
<td>80% and above</td>
<td>B</td>
</tr>
<tr>
<td>70% and above</td>
<td>C</td>
</tr>
<tr>
<td>60% and above</td>
<td>D</td>
</tr>
<tr>
<td>Below 60%:</td>
<td>E</td>
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</tbody>
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I may lower the cutoffs (make it easier) but will not raise the cutoffs (make it harder).
Behavior and conduct

• treat each other with respect and courtesy
• don't be disruptive

• these behaviors will not be tolerated in class:
  — phone conversations, texting
  — reading newspapers or magazines
  — games, facebook, other social media
  — extended conversations (unless instructed)

please leave the room if you have to do any of these activities; come back when done.
Academic integrity

• Any work submitted for credit must be your own work
  – OK:
    ○ general discussions of how to approach a problem
  – NOT OK:
    ○ discussing the specifics of the code for an assignment
    ○ partnering with someone else on an assignment
    ○ soliciting help on online forums (e.g., stackoverflow)

• If in doubt: ask ahead of time
Academic integrity

• Helping someone else cheat is just as bad as cheating yourself
  – don't show your code to anyone else
  – don't share details of code ahead of a submission deadline
  – don't post your assignment code publicly on Piazza
    ○ if you have specific questions about code:
      • see instructor or SL (or send private msg on Piazza); or
      • post highly simplified version of the code
  – don't help anyone with the actual code for an assignment
How to succeed in this class

• Understand the material
  — if you don’t: ask questions!

• Attend sections
  — participate!

• Do the programming assignments
  — start early
  — follow directions exactly
  — test your code thoroughly
  — don’t forget to submit your code!