

University of Washington

Computer Science & Engineering 143: Introduction to Programming II

Course Syllabus, Summer 2011

Instructor

name: Hal Perkins
email: perkins@cs.washington.edu
office: CSE 548
office phone: (206) 543-4784 (email preferred)
office hours: *see course web site*

Course Administrator

Pim Lustig
pl@cs.washington.edu
CSE 126
(206) 616-3225
Pim handles all issues of registration and switching sections.

Course Overview

This course is a continuation of CSE 142. While CSE 142 focused on control issues (loops, conditionals, methods, parameter passing, etc), CSE 143 focuses on data issues. Topics include: abstract data types (ADTs), lists, stacks, queues, linked lists, binary trees, recursion, interfaces, inheritance, and encapsulation. The course also introduces the notion of complexity and performance trade-offs in examining classic algorithms such as sorting and searching and classic data structures such as lists, sets, and maps. The course will include a mixture of data structure implementation and using components from the Java Collections Framework. The prerequisite is CSE 142 or equivalent.

Lectures

MWF 10:50-11:50 AM, EEB 105

Discussion Sections

You are expected to participate in two weekly 50-minute discussion sections, held at various times and places on Tuesdays and Thursdays (see the course web site for details). The TA who runs your section will grade your homework assignments. In section we answer questions, go over common errors in homework solutions, and work and discuss sample problems in more detail than we can in lecture.

Course Web Site

<http://www.cs.washington.edu/143/>

All resources from class will be posted here. Check the web site daily for any important course-related announcements, and stay in touch using the online message board.

Textbook

Reges/Stepp, *Building Java Programs: A Back to Basics Approach*, 2nd edition. ISBN 0136091814. **Required.**

The book was written specifically for this course and makes a useful supplement to the lecture presentations; it also contains practice problems and online videos you can use as background for assignments and to study for exams.

The book can be bought in paperback or bound editions from the bookstore; either is fine for this course. The book can also be bought as a digital download. Older versions of the book, such as the 1st edition or “preliminary custom editions” are missing material and problems that are in the current edition, and may be less useful for that reason.

Computer Access and Software

The department operates an Introductory Programming Lab (IPL) located in room 334 of Mary Gates Hall. TAs and consultants will be available at the lab to help students with problems. The recommended software for the course is the Java Development Kit (**JDK**) version 6 and the **jGRASP** editor, but you may use any editor you like.

The course web site contains links to download this software free of charge if you want to work at home.

Grading

50%	weekly homework assignments
20%	midterm (Monday, August 1, in lecture)
30%	final exam (given in two parts, Thursday, August 18 in sections and Friday, August 19 in lecture)

This maps to the 4.0 scale roughly as follows. You will get at least the grade below for the percentage shown.

90%: at least 3.5	80%: at least 2.5	70%: at least 1.5	60%: at least 0.7
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We reserve the right to award higher grades than described by this scale, but they will not be lower.

Exams

Exams are closed book, closed note, closed for all other resources. You may, however, bring a single index card no larger than 5" by 8" with any hand-written notes you wish. (A "cheat sheet" of any necessary syntax will be given to you at the exam.) No electronic devices may be used, including calculators.

Make-up exams will not be given except in case of a serious emergency. If you must miss an exam, even if you are sick or injured, you must contact the instructor *before* the exam (or arrange for someone else to do so). You must show evidence that you are physically unable to take the exam, such as a clear and specific doctor's note mentioning the date, exam, and reason. No make-ups will be granted for personal reasons such as travel, personal hardship, leisure, or to ease exam week schedules. No make-ups will be granted to students who contact us after the exam is over except in cases of dire emergency. No special accommodations will be made for students who arrive late to exams, regardless of the reason (missing a bus; overslept; sick; etc.). No student will be permitted to take an exam early for any reason.

Homework

Homework consists of weekly programming assignments done individually and submitted electronically from the course web site. Programs will be graded on "external correctness" (behavior) and "internal correctness" (style and design). Disputes about homework grading must be made within 2 weeks of receiving the grade.

Lateness

Each student receives 4 "**late days**" for use on homework assignments. A late day allows you to submit a program up to 24 hours late without penalty. For example, you could use 2 late days and submit a program due Thursday 11 pm on Saturday by 11 pm with no penalty. Once you have used up all your late days, each successive day that an assignment is late will result in a loss of 1 point on that assignment. Regardless of how many late days you have, **you may not submit a program more than 3 days after it is due** or after the last day of class. Students will not be given extensions on homework assignments unless they have extenuating circumstances or emergency as decided by the instructor.

Academic Integrity

Programming assignments must be completed **individually**; all code you submit must be your own work. You may discuss general ideas of how to approach an assignment, but never specific details about the code to write. Any help you receive from or provide to classmates should be limited and should never involve details of how to code a solution.

- You **may not work as a partner** with another student on an assignment.
- You **may not show another student your solution** to an assignment, nor look at another's solution, for any reason.
- You **may not have another person "walk you through" an assignment**, describe in detail how to solve it, or sit with you as you write it. You also may not provide such help to another student. This includes current or former students, tutors, friends, TAs, web site forums, or anyone else.
- You **may not post your homework solution code publicly online**, such as to ask others for help. This includes public message boards, forums, file sharing sites and services, or any other online system.

Under our policy, **a student who gives inappropriate help is equally guilty** with one who receives it. Instead of providing inappropriate help to someone who does not understand an assignment, point them to other class resources such as lecture examples, the textbook, the IPL, or emailing a TA or instructor. You must not share your solution or code with

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others. You must also ensure that your work is not copied by others, such as making sure to log out of shared computers, not leaving printouts of your code in public places, and not emailing your code to other students or posting it on the web.

While inappropriate collaboration is forbidden, appropriate collaboration and working with others is an important part of learning. If you are in doubt about what is appropriate, discuss the issue with the instructor or a member of the course staff *first*. Don't guess.

If you are retaking the course, you may resubmit a previous solution unless that program was involved in an academic misconduct case. If misconduct was found, you must write a new version of that program.

We enforce this policy by running similarity detection software periodically over all submitted student programs, including programs from past quarters. Students who violate the policy are offered reduced scores and sometimes sent to a University committee. This can lead to marks on permanent academic records. Please be careful, and contact the instructor if you are unsure whether a particular behavior falls within our policy.