University of Washington
Computer Science & Engineering 142: Introduction to Programming I
Course Syllabus, Spring 2015

Instructors:

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CSE 216
Hours: Tues 1:30 – 3:30pm
or by appointment,
or when my door is open

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Administrator

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Pim handles many course details such as registration and switching sections.

Course Overview

This course provides an introduction to programming using the Java programming language. We will explore common computational problem-solving techniques useful to computer scientists but also to anyone who has large data sets, repetitive processes or other needs for computation. No prior programming experience is assumed, although students should know the basics of using a computer (e.g., using a web browser and word processing program) and should be comfortable with math through Algebra 1. Students with significant prior programming experience should consider skipping CSE 142 and taking CSE 143 (we allow this without any special permission).

Lecture Time

Lecture A: MWF   9:30 AM – 10:20 AM, KNE 130   **Lecture B:** MWF   11:30 AM – 12:20 PM, GUG 220

Laptops are not required for lectures. If you intend to use a phone or laptop for tasks not related to the lecture, please sit in the back of the lecture room so you don't distract fellow students.

Discussion Sections

You will be expected to participate in a weekly Thursday discussion section, held at various times. The TA who runs your section will grade your homework assignments. In section we will answer questions, go over common errors in homework solutions, and discuss sample problems in more detail than we can in lecture.

Each week we will assign a written homework to be turned in and discussed in section. It will be graded for effort, not for whether or not you have the right answers. You will receive **5 points** for both completion of the written homework and attending section, **up to a maximum of 30 points**. You won't get any points for just attending section or just doing the written assignment.

Course Web Site

- http://courses.cs.washington.edu/courses/cse142/15sp/
  All resources from class will be posted here. Check the web site daily for important announcements.

Textbook

- Reges/Stepp, *Building Java Programs: A Back to Basics Approach (3rd Edition).*
  ISBN 978-0133360905. Required.
  can be purchased from UW Bookstore, online (e.g. Amazon.com), or as a download for lower cost

UW instructors wrote the book specifically for this course to supplement lectures and clarify concepts. We will expect you to refer to the book when you miss lecture, don't quite understand an idea or need extra practice problems. If you plan to take 143, we recommend you get the 3rd edition. Exams in this course will be closed-book and closed-note. The problems due at the beginning of section will come from the textbook. If you have a 2nd edition of the textbook you may use it but the numbering will not match up with the 3rd edition so you must be careful to do the correct problems for section.

Computer Access and Software

TAs will be available to help you at the Introductory Programming Lab (IPL) in **room 334 of Mary Gates Hall**. The recommended software is the Java Development Kit (**JDK**) version 7 and the **jGRASP** editor. The course web site contains links to download this software free of charge if you want to work at home.

Grading

    45%   weekly homework assignments (including section participation)
    20%   midterm   **Friday, May 8th** *4:30pm – 5:30pm*
    35%   final exam   **Tuesday, June 9th** *12:30pm – 2:20pm*

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   85%: at least 3.0   80%: at least 2.5
    75%: at least 2.0   70%: at least 1.5   60%: at least 0.7

Exams

You are not allowed to bring materials to the exam other than writing tools. No books, notes, or electronic devices may be used, **including calculators**. You will be provided with a page of notes that you will see in advance.

If you must miss an exam, even if you are sick or injured, you must contact Stuart ***before*** the exam (or arrange for someone to do so). For non-medical excuses, you must contact Stuart within the first week of class for accommodations.

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 to your TA within 2 weeks of receiving the grade.

Lateness

Each student receives **5 "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 Tuesday 11pm on Thursday by 11pm with no penalty. Once a student has used up all the late days, each successive day that an assignment is late will result in a loss of 2 points 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 unless they have extenuating circumstances as decided by the instructor.

We will only grade one version of any given program. If you make multiple submissions for an assignment, we will grade the last version submitted. If you submit a version that you later decide you do not want to have graded, you must warn your TA not to grade that version and to wait for a later submission from you.

Academic Integrity and Collaboration

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 must abide by the following rules:**

- 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 his/her 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, paid consultants, people on the Internet, or anyone else.
- You may **not** post your homework solution code online to ask others for help. This includes public message boards, forums, file sharing sites and services, or any other online system.
- You may **not** examine online solutions you might find on the web.

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

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 vigorously by running similarity detection software a few times per quarter 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. Generally several dozen students each quarter are given reduced scores for violating these policies. Please be careful, and contact the instructor if you are unsure whether a particular behavior falls within our policy.