University of Washington
Computer Science & Engineering 142: Introduction to Programming I, Autumn 2006
Course Syllabus

Instructors

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Course Administrator

Pim Lustig
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Pim will handle many course details including registration and switching sections.

Course Overview

This course provides an introduction to computer science using the Java programming language. CSE 142 is primarily a programming course that focuses on common computational problem solving techniques. 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 competent with math through Algebra 1. Students with significant prior programming experience should consider skipping CSE 142 and taking CSE 143 (we allow students to do so without any special permission).

Lecture and Discussion Section Times

Lecture A (taught by M. Stepp)	MWF 9:30am - 10:20am, Kane 210
Lecture F (taught by R. Anderson)	MWF 11:30am - 12:20pm, Kane 210
Discussion Sections	various times and places on Thursdays (*see course web site*)

Discussion Sections

You will be expected to participate in a weekly discussion section. 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 student will be assigned a section participation score that is weighted the same as one homework assignment. You will receive 3 points for each section you participate in, up to a maximum of 20 points.

Course Web Site

http://www.cs.washington.edu/142/

You should check the course web site daily for any important course-related announcements.

Textbook

Reges/Stepp, *Building Java Programs: Preliminary Edition*. ISBN 0-536-27618-8

We will be using a preliminary "custom edition" of an upcoming textbook being written by UW instructors for this course. The book will be available for purchase from the UW Bookstore. The contents of the book will also be posted on the class web page. No assignments or required readings will be given directly from the textbook, and you may choose not to purchase it if you wish. However, exams in this course will be open-book, so it may be advantageous to own the book for use as a reference during exams.

Computer Access and Software

The department operates an Introductory Programming Lab (IPL) that is located on the third floor 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 5.0 and the DrJava editor.

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

Grading

Your grade percentage in the course comes from completing the following tasks:

50% weekly homework assignments (including section participation)
20% midterm (in class on **Monday, November 6, 2006**)
30% final exam (**Wednesday, December 13, 2006**, *time to be announced on course web site*)

Your percentage is mapped onto the 4.0 grade scale roughly as follows.

90%	at least 3.5	80%	at least 2.5
70%	at least 1.5	60%	at least 0.7

Exams

The written exams in this course are open-book and open-notes. You may bring any written materials you like, including textbooks, printed copies of handouts, your homework assignments, or other programs. No electronic devices may be used during exams.

Generally, make-up exams will not be given without substantial extenuating circumstances. If you need to miss an exam, you must contact your instructor by phone or email and receive permission to do so *prior* to the exam. Even if you are sick at home, you should be able to call your instructor's office phone number to leave a message that you need to be contacted.

Homework

Homework in this course will consist of weekly programming assignments to be completed individually and submitted electronically from the course web site. Each assignment will display its due date and time. Most homework will be graded on a 20-point scale based on the categories of "external correctness" (the program's behavior) and "internal correctness" (the style in which the program is written).

Lateness Policy

Each student receives **5 free "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 on Wednesday on Friday with no penalty. Once a student has used up all of their late days, each successive day that an assignment is late will result in a loss of -10% credit on that assignment. Regardless of how many late days you have, you may not submit a program more than 5 days after it is due or after the last day of class.

Because of this lateness policy, students will not be granted extensions for assignments unless they have highly extenuating circumstances as decided by the instructor.

Academic Integrity and Collaboration Policy

Programming assignments must be completed individually. You may discuss an assignment in general terms with other students, including a discussion of how to approach the problem, but all code you submit must be your own. The intent is to allow you to get some help when you are stuck, but this help should be limited and should never involve details of how to code a solution. **You must abide by the following:**

- You may **not** work as a partner with another student on an assignment.
- You may **not** show another student your solution to an assignment.
- You may **not** have another person (current student, former student, tutor, friend, anyone) "walk you through" how to solve an assignment (such as by describing in detail how to solve it, or sitting with you and advising you on your program as you write it).

You are also responsible for taking reasonable means to ensure that your work is not copied by others. This includes making sure to log out or lock any shared computers.

If you are retaking the course, you are allowed to submit a previous solution that you authored unless that program was involved in a case of academic misconduct. For any assignment where academic misconduct was found (whether the case was settled formally or informally), you must write a new version of the program.