

# Computer Science & Engineering 142

## Computer Programming I

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Office hours: Tuesdays 1-3 pm

**Course Administrator****Pim Lustig**Email: [cse142@uw.edu](mailto:cse142@uw.edu)

(email for registration issues)

**Lecture Times**

A: MWF 3:30-4:20

B: MWF 11:30-12:20

**Textbook***Building Java Programs*, 5<sup>th</sup> edition, Reges & Stepp, required.**Course Overview**

This course provides an introduction to computer science using the Java programming language. CSE142 is primarily a programming course, but the focus is on the problem solving techniques common in computer science. 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 I. Students with significant prior programming experience should consider skipping cse142 and taking cse143 (we allow students to do so without any special permission).

**Discussion Sections**

You will be expected to participate in a weekly 50-minute discussion section. We will be using Zoom software to set up a chat room for each 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. You will receive 3 points for each section you participate in, up to a maximum of 20 points, which means that your participation score acts like an extra homework assignment.

**Course Web Page**Information about the course will be kept <https://cs.uw.edu/142>.**Course Registration**To add the class or switch sections, email [cse142@uw.edu](mailto:cse142@uw.edu).**Grading**

Because the course will be offered online this quarter, there will be no midterm or final. Instead your grade will be determined by scores on weekly programming assignments and the section participation score.

For each student we will compute the percent of points received relative to the total points possible. This will be turned into a grade as follows:

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

Assignments are graded on a 20-point scale, although a few early assignments may be worth fewer points.

## Late Policy

Each assignment will list its due date. Most will be due on Tuesdays at 11 pm. Each student will have a total of ten “free” late days (a late day is 24 hours of lateness). There are no partial days, so assignments are either on time, 1 day late, 2 days late, etc. Because of this generous policy, students will not be granted extensions for assignments unless they have highly extenuating circumstances. Once a student has used up all free late days, each successive late day will result in a loss of 1 point. No assignment will be accepted more than 3 days after its due-date. No assignment can be submitted after 11 pm of the last day of class (Friday, June 5<sup>th</sup>).

We will grade only 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.

## Policy on Collaboration

You are to complete programming assignments individually. You may discuss the assignment in general terms with other students including a discussion of how to approach the problem, but the code you write 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.
- 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 are **not** to examine online solutions that 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, refer other students to class resources (lecture examples, the textbook, the IPL, or emailing 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 by not leaving it in public places, emailing it others, posting it on the web, etc.

If you are taking the course a second time, 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 involved, you have to write a new version of the program. We enforce this policy by running similarity-detection software over all submitted student programs, including programs from past quarters.