

Computer Science & Engineering 143

Computer Programming II

Instructor: Tyler Mi

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Office Hours: Mondays 12:30-1:30PM, Wednesdays 2:00-3:00PM

Lecture Time: MWF 10:50 - 11:50AM

Course Administrator: Pim Lustig (email cse143@uw.edu for registration issues)

Textbook

Building Java Programs, 5th edition, Reges & Stepp, recommended. The fifth edition has new material that is relevant to the CSE143 class.

Course Overview

This course is a continuation of CSE142. While CSE142 focused on control issues (loops, conditionals, methods, parameter passing, etc), CSE143 focuses on data issues. Topics include: ADTs (abstract data types), stacks, queues, linked lists, binary trees, recursion, interfaces, inheritance and encapsulation. The course also introduces the notion of complexity and performance tradeoffs 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 as well as using off-the-shelf components from the Java Collections Framework. The prerequisite is CSE142 or equivalent.

Discussion Sections

You will be expected to participate in two weekly 60-minute discussion sections. We will be using Zoom software to set up a chat room for each section. The TA who runs your discussion 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 deeper detail than we can in lecture.

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

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

Course Registration

To add the class or switch sections, email cse143@uw.edu.

Course Web Page

Information about the course will be kept at <http://www.cs.washington.edu/143>. Links to course handouts will be kept on this page along with useful links to other class resources.

Computer Access/Software

You can use any Java environment you want although the recommended software is the Java Development Kit (JDK) version 11 or 12 and the jGRASP editor. More information can be found on the class web page under the “Java Software” link.

Late Policy

Each assignment will list its due date. Because students may be in different time zones as this is an online offering, most assignments will be due on Thursdays at 11:00 PM [Anywhere on Earth](#) (UTC-12), which is 4AM on Fridays in Seattle, WA. Each student in the class 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 late policy, students will not be granted extensions for assignments unless they have some highly extenuating circumstances. Once a student has used up all of his or her 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 11:00 PM AoE of the last day of class (Friday, August 21st)**, whether or not a student has free late days left.

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.