

Computer Science & Engineering 390C

C++ Programming

Instructor: Stuart Reges

Email: reges@cs.washington.edu

Phone: 685-9138

Office: Gates Center (CSE2), room 305

Office hours: Tuesdays 12:30-2:30 pm

Textbook

We have no required textbook, but students might consider buying *C++ Primer* by Lippman, Lajoie, and Moo or *A Tour of C++* by Bjarne Stroustrup.

Course Overview

Practical course covering the major features of the C++ programming language. Topics include control structures, primitive data, references, input/output, vectors, strings, structs, classes, the many uses of const, inheritance, operator overloading, and use of the standard template library (STL). Prerequisite: CSE 143.

Discussion Sections

We will have weekly discussion sections to reinforce material covered in lecture. Attendance is not required.

Computer Access/Software

Each student will have an account created for them on cancun.cs.washington.edu. More information will be forthcoming about the recommended programming environment.

Grading

You will be expected to complete a variety of programming assignments for this course, to take two exams, and to complete various short programming exercises. The resulting scores will be combined according to the following weightings:

10%	short programming problems
40%	weekly homework assignments
15%	midterm (Friday, 4/29/22, 3:30-4:20)
35%	final exam (Thursday, 6/9/22, 2:30-4:20 pm)

Contact us in the first two weeks of the quarter if you have a conflict with these dates and times. Using the weightings above, each student's scores will be turned into an overall score ranging from 0 to 100 percent. These will be turned into grades as follows:

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

Religious Accommodations

See <https://registrar.washington.edu/staffandfaculty/religious-accommodations-policy/>.

Indigenous Land Acknowledgement

I acknowledge that by the labor theory of property the Coast Salish people can claim historical ownership of almost none of the land currently occupied by the University of Washington..

Late Policy

Each assignment will list its due date. Most will be due on Fridays 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 4 days after its due-date.

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, section, 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.