Computer Science & Engineering 142
Computer Programming I

Instructor: Stuart Reges
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Office: Gates Center (CSE2), room 305
Office hours: Tuesdays 12:30-2:30 pm

Course Administrator
Pim Lustig
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(email for registration issues)
Lecture Time
MWF 12:30-1:20

Textbook
Building Java Programs, 5th edition, Reges & Stepp, required. The fifth edition has new material that is relevant to the CSE143 class. If you are buying a book, you are strongly advised to buy the new edition

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).

Lecture Policy
In the lecture room students should keep talking to a minimum and are limited in their use of electronic equipment. Students who want to use cell phones or laptops will be required to sit in the last four rows of the classroom. If it is important to you to use your laptop during lecture, email Stuart to describe your situation and request an exception. TAs will periodically enforce this policy during lecture.

Discussion Sections
You will be expected to participate in a weekly 50-minute 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 week we will assign a written homework to be turned in and discussed in section. These are meant as "warm up" problems to get you thinking about the topics we cover, graded for effort, not for whether or not you have the right answers. You will receive 3 points for each written assignment you bring to section, up to a maximum of 20 points, which means it acts like an extra homework assignment. The points are for the combination of completing the assignment and attending section. You won't get points for just attending section or just doing the written part.

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.

Computer Access/Software
The school operates an Introductory Programming Lab (IPL) that is located on the third floor of Mary Gates Hall. TAs will be available at the lab to help students with problems. You can use any Java environment you want although the recommended software for this course is the Java Development Kit (JDK) version 8 or higher and the jGRASP editor. More information can be found on the class web page under the "Java software" link.

Religious Accommodations
See https://registrar.washington.edu/staffandfaculty/religious-accommodations-policy/.

Grading

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

        40%   weekly homework assignments
        20%   midterm (Friday, 5/6/22, 5:00-6:15 pm)
        40%   final exam (Thursday, 6/9/22, 8:30-10:20 am)

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

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

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 Tuesdays at 11 pm. Each student will have a total of eight "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.

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.