

Overview

Welcome to CSC108H, Introduction to Computer Programming, at Erindale campus. This course consists of 3 lecture hours each week, 10 2-hour labs (each of which has a pre-lab exercise), 3 assignments, a midterm, and a final exam.

Instructor Information

Section	Instructor	Office	Email	Phone
L0101	Faye Baron	SE 4041	faye@cs.toronto.edu	905.828.3813

Website

The course has a website, and it is required reading:

<http://www.cs.toronto.edu/~csc108h/>

The course website contains important information: policy on missed work, assignment handouts and announcements, pre-labs, and more. You are responsible for reading all announcements listed on the UTM section of the website and all assignment announcements, which are linked from the Assignments page.

What to buy

These items are required for this course:

1. *Multimedia Introduction to Programming Using Java* by Gries&Gries available at the bookstore downstairs in the South Building. This text comes with ProgramLive, a CD containing narration and animation teaching Java. You will need this serial number to run ProgramLive: U3H5VJJ4.
2. *CodeLab* A registration key from <http://www.turingscraft.com>. You will need this Section Access Code: TORONT-9932-1344. See the course website for more details. CodeLab assignments must be complete by Monday morning at 9:00 a.m. to qualify for a mark.

Marking scheme

Work	Weight	Comment
Pre-labs (9)	9%	Each pre-lab is worth 1%. Best 9 of 10.
Labs (9)	9%	Each lab is worth 1%. Best 9 of 10.
Assignments (3)	28%	A1: 8%; A2: 10%; A3: 10%.
Midterm	14%	1-hour test during week 6
Final exam	40%	You must get 40% or above on the exam to pass the course.

Assignments

Assignment handouts will be available on the course web site. All assignments are due on a Tuesday by 9:00 am (sharp). You are given 1 grace day to use during the term: once, and once only, you may submit an assignment up to 24 hours late with no penalty. The grace day will be applied to the first late assignment; if you submit two assignments late then the second one will not even be marked.

Labs

There are 10 labs. These are the “tutorials” that you signed up for on ROSI. Labs take place in CC2160 on Tuesdays from 1:00 to 3:00 p.m. There are two parts to each lab: a pre-lab exercise (from CodeLab) and an in-lab exercise that you will work on with a partner. These are easy marks to get: in order to earn the 2% for a lab you must complete each pre-lab exercise by Monday at 9am, and you must work hard and pay attention for the two hours of the lab.

Academic Offences

All of the work you submit must be your own and your work must not be submitted by someone else. Plagiarism is academic fraud and is taken seriously. The department uses software that compares Java programs for evidence of similar code. Please read the Rules and Regulations from the U of T Calendar (especially the Code of Behaviour on Academic Matters):

<http://www.erin/utoronto.ca/WEBCalendar.htm>

Please don't cheat. It is unpleasant for everyone involved, including us.

Here are a couple of general guidelines to help you avoid plagiarism:

- Never look at another student's assignment solution, whether it is on paper or on the computer screen. Never show another student your assignment solution. This applies to all drafts of a solution and to incomplete solutions.
- The easiest way to avoid plagiarism is to only discuss the assignment with the course TAs and your instructor.

Week	Dates	Reminders	Due Dates
1	3-7 Jan	No labs this week	
2	10-14 Jan	16 Jan: Last day to add courses Labs start this week!	
3	17 - 21 Jan		
4	24-28 Jan		
5	31 Jan-4 Feb		1 Feb: A1 Due
6	7-11 Feb	11 Feb: Exam timetable posted No labs this week	9 Feb: Midterm
Reading Week	14-18 Feb		
7	21-25 Feb		
8	28 Feb-4 Mar	6 Mar: last day to drop courses	
9	7-11 Mar		8 Mar: A2 Due
10	14-18 Mar		
11	21-25 Mar		
12	28 Mar - 1 Apr		
13	4-8 Apr	8 Apr: Last day of classes No labs this week	5 Apr: A3 Due

Term schedule

Computing Resources

When signing up for a computer account for the first time, go to the following address:

<http://www.utm.utoronto.ca/~w3csc>

Select (click on) the Resources tab on the right, then select the Computer Accounts tab.

Getting Help

Besides attending lectures, there are several ways to get help in CSC 108H:

- **Closed Labs:** Labs are a great way for you to get some hands-on practice at programming in Java. Your TA will be a graduate student in computer science and you should feel free to ask him or her questions during the lab. You will not only get practice by doing the labs, but you will also get marked on them.
- **Office Hours:** Each week your instructor will make himself or herself available to you for extra help. Stop by office hours to ask questions or to hear questions asked by other students. This is a great way to learn.
- **Bulletin Board:** This is a resource where students can post questions and answers. There are some rules about using the bulletin board, the most important of which is:
 1. Do not give specific information about your assignment solutions in your postings. Students are encouraged to both ask and answer questions.
- **Email:** If you are having trouble with the course material or if you need extra help, please do not hesitate to contact your instructor. We will answer as soon as possible. Keep in mind that the closer to an assignment due date that you send an email, the longer your wait for a reply is likely to be, due to the large quantity of messages that we receive. Also, please follow these guidelines for email correspondence:
 1. Please read the announcements on the course website and the bulletin board to see if your question has already been answered before sending your instructor email.
 2. Include a good subject. At the very least, include the course number in the subject of the email, and use a good topic (for example, "108: A1 question about constructors").
 3. Sign your full name to the email.