

Overview

Welcome to APS101, Computer Programming. This course consists of 3 lecture hours each week, 10 2-hour labs, a couple of quizzes, 3 assignments, a midterm, and a final exam.

Instructor Information

Section	Instructor	Office	Email
L0101	Hojjat Ghaderi	SF 3209	hojjat@cdf.toronto.edu

Website

The course has a website accessible from Blackboard system, and it is required reading. The course website contains important information: policy on missed work, assignment handouts and announcements, and more. You are responsible for reading all course announcements and all assignment announcements, which are linked from the Assignments page.

What to buy

The following is the required textbook for this course:

1. *Multimedia Introduction to Programming Using Java* by Gries & Gries available at the U of T bookstore in the Koffler Centre. This text comes with ProgramLive, a CD containing narration and animation teaching Java. You will need this serial number to run ProgramLive: U3H5VJJ4.

Marking scheme

Work	Weight	Comment
Quizzes	7%	Mostly during tutorials, some during lectures.
Labs (10)	10%	Each lab is worth 1%.
Assignments (3)	25%	A1: 7%; A2: 9%; A3: 9%.
Midterm	15%	50-minute test during week 6 lecture.
Final exam	43%	

Assignments

Assignment handouts will be available on the course web site. All assignments are due on a Wed by 9am (sharp). No late assignment will be accepted. These rules may be relaxed in case of serious medical emergencies: If you find yourself in that kind of difficulty, please contact your instructor **as soon as possible** – even before you can return to classes. When you do return to classes, see your instructor in person to provide your evidence, such as your medical certificate on the standard University form.

Tutorials

There will be weekly tutorials **Tuesdays 3-4pm in WB342**. One of the TAs will discuss course material, assignments, quizzes, and answer your questions. Note that quizzes will be administered during tutorials. There will be no tutorial during first week of the classes.

- **Quizzes:** There will be several quizzes administered at the beginning of some of the tutorials (and a few during some of the lectures). The questions will mainly focus on most recent lectures (e.g. past 2 weeks). So, come prepared to the tutorials.

Labs

Labs are on Wednesdays 10:00-12:00. There are 10 labs. There are two lab rooms: SF1106 and SF1012. See the course website for which lab room you have been assigned to. Each week there is an in-lab exercise that you will work on with a partner. To earn the mark for a lab, you must arrive on time, work hard, and pay attention for the two hours of the lab. There will be no lab during first week of the classes.

Academic Offenses

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).

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	7-11 Jan	7 Jan: First day of classes No labs this week	
2	14-18 Jan	20 Jan : Last day to add courses	
3	21-25 Jan		
4	28 Jan - 1 Feb		
5	4-8 Feb		6 Feb: A1 Due
6	11-15 Feb		Midterm
Reading Week	18-22 Feb		
7	25-29 Feb	Reading Week	
8	3-7 Mar	7 Mar: Exam timetable posted 9 Mar: last day to drop courses	
9	10-14 Mar		12 Mar: A2 Due
10	17-21 Mar		
11	24-28 Mar		
12	31 Mar - 4 Apr	4 Apr Good Friday (University Closed)	
13	7-11 Apr	11 Apr: Last day of classes	9 Apr: A3 Due

Term schedule

Getting Help

Besides attending lectures, there are several ways to get help in APS101:

- **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 Electrical and Computer Engineering 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 (and possibly a TA) will make himself 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. The office hours room is BA 2200.
- **Bulletin Board:** This is a resource where students can post questions and answers. We will not answer questions posted within 24 hours before the time an assignment is due. This is a version of silent running and is intended to take away one of the incentives to postpone working on your assignments. There are some rules about using the bulletin board, the most important ones are :
 1. Please read the announcements on the course website and *search* the bulletin board first to see if your question has already been answered before posting a message.
 2. **Never** give specific information about your assignment solutions in your postings. Students are encouraged to both ask and answer questions.
- **Email:** Email contact is suitable for personal issues, such as illness. Most issues are better saved until office hours where they can be discussed interactively (and in person), or posted on the bulletin board for the benefit (and sometimes assistance) of the entire class. Please follow these guidelines for email correspondance:
 1. Use your university email (preferably @ecf.utoronto.ca).
 2. Use only plain text (no HTML).
 3. 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, "APS101: medical note for A2").
 4. Sign your full name to the email.