Overview

Welcome to CSC108H, Introduction to Computer Programming, on the St. George 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
L0101	Hojjat Ghaderi	SF3209	hojjat@cdf.toronto.edu

Website

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

`http://www.cdf.toronto.edu/~csc108h/winter`

The course website contains important information: policy on missed work, assignment handouts and announcements, pre-labs, and more. You are responsible for reading all course announcements 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 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`.
2. *CodeLab* A registration key from `http://www.turingscraft.com`. You will need this Section Access Code: `TORONT-8402-2389`. See the course website for more details.

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%	50-minute test during week 6 Wednesday lecture.
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 9am (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. There are two lab rooms: BA2200 and BA2240. See the course website for which lab room you have been assigned to. 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 1% for a prelab you must attempt all exercises and get at least 75% of them correct. To earn the 1% for a lab, you must arrive on time, work hard, and pay attention for the two hours of the lab.

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):

`http://www.artsandscience.utoronto.ca/ofr/calendar/rules.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.

Term schedule

Week	Dates	Reminders	Due Dates
1	8-12 Jan	8 Jan: First day of classes No labs this week	
2	15-19 Jan	21 Jan: Last day to add courses Labs start this week!	
3	22-26 Jan		
4	29 Jan - 2 Feb		
5	5-9 Feb		6 Feb: A1 Due
6	12-16 Feb	16 Feb: Exam timetable posted No labs this week	14 Feb: Midterm
Reading Week	19-23 Feb		
7	26 Feb - 2 Mar		
8	5-9 Mar	11 Mar: last day to drop courses	
9	12-16 Mar		13 Mar: A2 Due
10	19-23 Mar		
11	26-30 Mar		
12	2-5 Apr	6 Apr: Good Friday (University Closed) No labs this week	
13	9-13 Apr	13 Apr: Last day of classes	10 Apr: A3 Due

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 (BA3234)**: Each week your instructor 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.
- **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 correspondance:
  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.

Undergraduate Annouce-ments

The Computer Science Department has an Undergrad Announcements (UGA) website which contains announcements about job and scholarship opportunities, academic and social events, and reminders of administrative deadlines. Check it out:

`http://www.cs.utoronto.ca/uga`