

University of Toronto — Computer Science Department
CSC 108s: Introduction to Computer Programming
Spring 1999

Lecturer: Ken Jackson, Sandford Fleming (SF) room 3302D, krj@cs.toronto.edu,
Phone: 416-978-7075, Fax: 416-978-1931, Web page: <http://www.cs.toronto.edu/~krj>

Office Hours: Mondays at 11 am and Wednesdays at 11 am or by appointment. You can also talk to me before or after class.

Course Web Pages:

CDFPC Web page: <http://www.cs.toronto.edu/DCS/Undergrad/CDFPC>

Course Web page: <http://www.cs.toronto.edu/~clarke/108web/>

Web page for my section: <http://www.cs.toronto.edu/~krj/courses/108/>

Course Notices: Pay attention to the course web pages and the newsgroups (accessible from the CDFPC web page). On the course bulletin board in the hall near SF 2304 are lists of student accounts, copies of current assignments, etc.

Lectures: Tuesdays 7–9 pm in SS 2102.

Tutorials: Tuesdays 6–7 pm starting January 19.

Your Family Name Begins With	Tutor	Room	Building
A—Co	Ruth Isserlin	LM 155	Lash Miller Labs
Cp—H	Jonathan Kaufman	LM 157	Lash Miller Labs
I—N	Ka Lam	LM 158	Lash Miller Labs
O—S	James Naudi	SS 2102	Sidney Smith Hall
T—Z	Andrew Reydman	SS 2128	Sidney Smith Hall

(The Lash Miller Labs is the Chemistry Building immediately south of Sidney Smith Hall on St. George St.)

You must attend the assigned tutorial unless given permission by the lecturer to switch.

Instead of a regular tutorial on January 12, there will be several one-hour sessions held at the PC site in the Gerstein Science Information Centre to introduce you to the PCs and the software you will use in this course. You can attend any session you like, but, if there are too many students present for the space available, you will be accommodated on a first-come, first-serve basis. The times for the sessions are:

Jan. 6: 4 pm & 5 pm; Jan. 7: 4 pm, 5 pm & 6 pm; Jan. 8: 2 pm; Jan. 11: 5 pm & 6 pm;
Jan. 12: 4 pm, 5 pm & 6 pm; Jan. 13: 4 pm, 5 pm & 6 pm; Jan. 14: 6 pm.

We will use next week's tutorial period for a lecture. Therefore, everyone should come to SS 2102 at 6 pm on January 12.

Tutors' Office Hours: You are welcome to attend any office hour regardless of your assigned tutorial or lecture section. These office hours are held at the PC site in the Gerstein Science Information Centre at the following times:

Tuesday to Thursday 2:10 to 3 pm; Monday & Thursday 7:10 to 8 pm.

These office hours will begin the third week of term. There may be some office hours that cannot be staffed because of the difficulties of filling the slots.

Required Textbooks etc. (available from the Bookstore)

The text: J. Lewis and W. Loftus, *Java Software Solutions: Foundations of Program Design*, Addison-Wesley, 1998.

The PC Handbook: J. N. Clarke (ed.), *How to Prepare Programs on the Computer Science PC Facility*, reproduced by the Bookstore, August 1998. (It is labeled PC98 in the bottom right corner of the cover page. Any earlier edition is now out-of-date.)

A computer disk: You will also need at least one computer disk, as described in the PC Handbook.

Grading Scheme:

five assignments	40%	Jan. 19, Feb. 2, Feb. 23, Mar. 16, Apr. 6
test	15%	Feb. 23 (during the tutorial)
final exam	45%	three hours

Both the test and final exam are open book (text only).

You must achieve at least 30 out of 100 on the final exam to pass the course.

Each Assignment is due at the *beginning* of the tutorial. Submission procedures are described in another handout. Penalties for late submissions are as follows.

<u>Time of submission</u>	<u>Penalty</u>
by 9 pm Tuesday after the tutorial	-10% (of the maximum mark)
by 5 pm the following Wednesday	-30% (of the maximum mark)
by 5 pm the following Thursday	-50% (of the maximum mark)

No assignment will be accepted after 5 pm on the Thursday following the day on which it is due, except in special circumstances, such as a documented medical or other emergency. Similarly, late penalties will be waived only in such special circumstances. Discuss your excuse with your lecturer (preferably before the assignment is due), *not* with your tutor.

The Work That You Submit Must Be Your Own: It is an academic offense to hand in anything written by someone else without acknowledgment. Suspected copying will be reported to the Faculty. Penalties for **plagiarism**¹ are severe.

Transferring from CSC 148: If you transfer from CSC 148 to CSC 108, you must notify your CSC 108 lecturer. There are standard procedures for handling your tutorial, computing account and assignments.

Illness and Other Troubles: If you are too sick to write the midterm test or to hand in an assignment on time, you must contact your lecturer (*not your tutor*) as soon as possible. Use the telephone if you are stuck at home!

If you are too sick to write the final exam, phone your college registrar's office instead of your lecturer.

¹Plagiarize: 1. To steal and use (the ideas or writings of another) as one's own. 2. To appropriate passages or ideas from and use them as one's own. 3. To take and use as one's own the writings or ideas of another. (Taken from the Webster on-line dictionary.)

Week #	Tuesday's Date	Text Chapters	Scheduled Topics	Assignments and Tests	Weight (marks)
1	Jan. 5	2 (1 is background)	introductory examples, including an overview of object-oriented ideas		
2	Jan. 12	2, 3	variables, data types, statements including method calls, with a continued emphasis on object-orientedness		
3	Jan. 19	3	more data types; operators; statements; class fields and methods; parameter passing	Assignment 0	1
4	Jan. 26	4	creating objects: constructors, methods, fields; Strings		
5	Feb. 2	4 (maybe 5)	more about creating objects; typical methods such as "toString"	Assignment 1	9
6	Feb. 9	5, 6	more statement types, including "for" loops; method overloading; array introduction		
	Feb. 16		<i>Reading Week — no classes</i>		
7	Feb. 23	6	arrays continued; arrays of objects; two-dimensional arrays	Assignment 2 & Test (in tutorial)	10 15
8	Mar. 2	6	a large example such as sorting; Vectors Mar. 5 is the final " <i>Drop Date</i> "		
9	Mar. 9	4, 8	inheritance, method overriding, polymorphism		
10	Mar. 16	8, 9 (11 as background)	abstract classes; class hierarchies; interfaces	Assignment 3	10
11	Mar. 22	7, 10	graphics; GUIs		
12	Mar. 30	13	linear and binary search; efficiency of computing		
13	Apr. 6	(12, 13, 14, 16)	review; cleanup; look ahead to CSC 148	Assignment 4	10

Term total 55