ELEMENTS OF

COMPUTERS & PROGRAMMING

CS 303E, FALL 2018, 51195

MWF 11:00-12:00, ECJ 1.202

PROFESSOR

Angie Beasley
angie.beasley@utexas.edu

Office Hours:
Mon 3:30-5:00, GDC 2.902
Fri 12:00-1:00, GDC 4.314

TAs

Shivam Gupta - sgupta72@illinois.edu
Alex Dai - alexdai@utexas.edu
Sanat Sharma - sanatsharma@utexas.edu

Office Hours:
Mon, Tues, Wed, Thurs
3:30- 5:00pm
GDC 2.902

COURSE DESCRIPTION

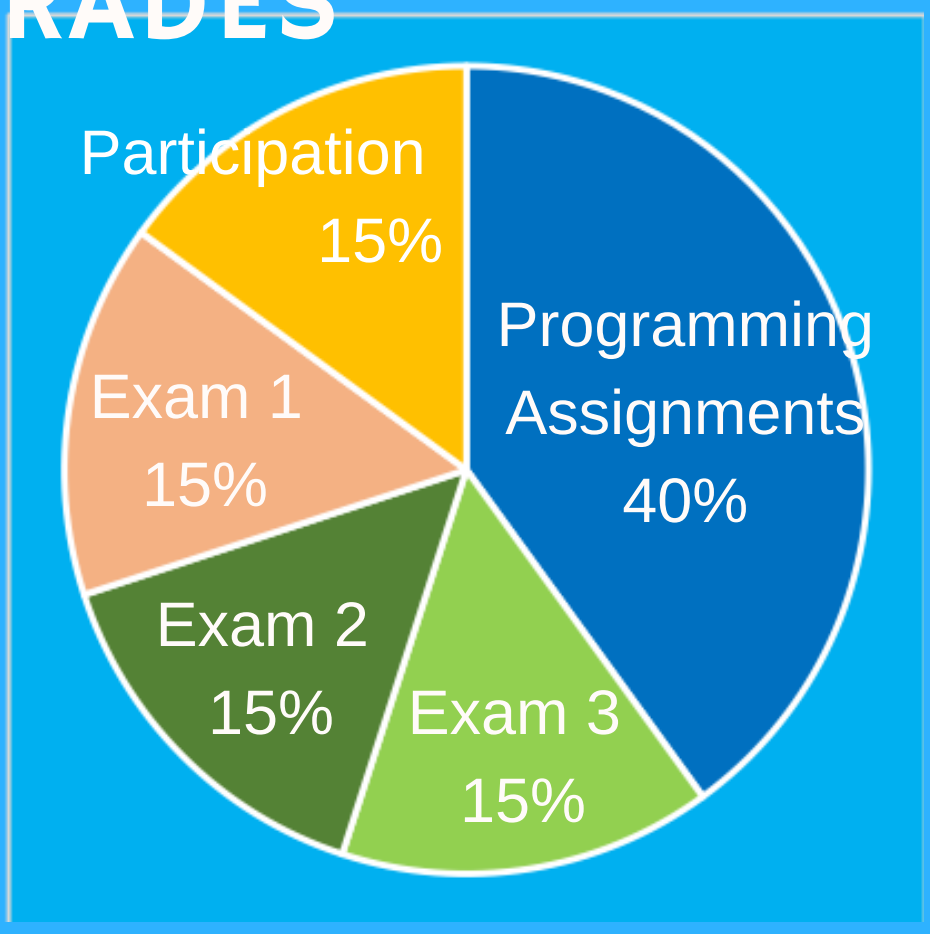
This course is an introduction to programming. You will learn to write programs in Python that include branching, looping, functions, and/or recursion. You will be able to apply object-oriented principles to your program design and make use of data structures, including lists, sets, tuples, and dictionaries. You will practice identifying programming errors and debugging them.

Only one of the following may be counted: Computer Science 303E, 305J, 312, 312H. Credit for Computer Science 303E may not be earned after a student has received credit for Computer Science 307, 314, or 314H. May not be counted toward a degree in computer science.

TEXTBOOK

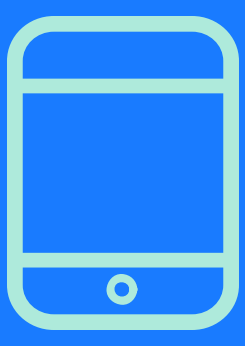
Introduction to Programming Using Python
by Y. Daniel Liang

GRADES



A	>94
A-	90-93
B+	87-89
B	84-86
B-	80-83
C+	77-79
C	74-76
C-	70-73
D+	67-69
D	64-66
D-	60-63
F	<59

All numbers are absolute and will not be rounded up or down at any stage.



IN-CLASS PARTICIPATION

Questions that gauge your understanding of the material will be asked throughout lectures, using TopHat. Each question counts for 70% participation, and 30% correctness.

You must register for a TopHat account at:
https://app.tophat.com/register
Our TopHat Course Code is: 781620
Use your UT EID as your username and the email address linked to your Canvas account.

Be sure to bring a charged, wi-fi connected electronic device to every class to participate in TopHat activities and earn your participation points.

Electronic devices should be used for CLASS PURPOSES ONLY. Please check your social media, email, text messages, etc. AFTER class!

PROGRAMMING ASSIGNMENTS

There will be one programming assignment per week, each equally weighted to total 40% of your final grade. Programming assignments will be completed using Python 3. All programming assignments must be worked individually.

GRADE DISPUTES

Scores for assignments will be posted on Canvas. You have one week from the date the assignment grade is posted to dispute your grade. The TAs will be grading the assignments. Visit the TAs and see if you can resolve your differences. If you cannot resolve your differences, contact me to explain the situation. We will not entertain any grade disputes after one week.

LATE ASSIGNMENTS

You will have 4 late days in 1-day units (that is, 1 minute to 24 hours late = 1 late day) to use throughout the semester.

You may divide your late days across the programming assignments in any way you wish. Once you have used all of your late days, late assignments will no longer be accepted.

To use late days, you only need to submit the assignment. You do not need to email the professor or the TAs, you do not need to indicate that you are using late days. Your late days will be deducted according to when your assignment is submitted. If you submit a late assignment without enough late days to support it, you will receive a zero for that assignment.

Contact me if there are extenuating circumstances.

TIPS FOR SUCCESS

Take notes in class! I do not provide you with notes. I expect you to take your own notes during lecture.

Practice, practice, practice. You learn programming by doing it. The book has a lot of practice problems at the end of every chapter - choose a few and try to do them!
Check your understanding with the check-point problems throughout the chapters in the book. These are great ways to quickly gauge your progress.

Ask for help before you get too far behind. The topics in this class build upon each other and get more difficult as we progress. If you are stuck on a particular skill, come get help with it so that you can continue to follow along with new topics. We are here to help you!

ANONYMOUS FEEDBACK

Anonymous feedback may be provided to the instructor at anytime via
Canvas -> Quizzes -> Anonymous Feedback

ACADEMIC INTEGRITY

You are responsible for understanding UT's Academic Honesty Policy found here: http://deanofstudents.utexas.edu/conduct/

The work you submit on assignments and exams must be entirely your own. While you are free to discuss the course material with your classmates and are encouraged to form study groups for exams, collaboration on programming assignments is not permitted.

Things that are permitted:
- Helping someone understand the intent of a programming assignment.
- Discussing course content and helping others understand general concepts.
- Helping others with setup/configuration issues (i.e. installing Python).
- Getting coding help from TAs and the professor.
- Posting 2 lines or less of code that is giving you a syntax error to Piazza in order to get help on fixing the syntax error.

Things that are NOT PERMITTED:
- Looking at others' code or showing your code to others.
- Copying code from ANYWHERE (other students, online, etc.).
- Working to design coding solutions together.
- Posting code online (Piazza, Facebook, or ANYWHERE else).
- Employing someone else to write your code for you.

We will be running a sophisticated program on all submitted assignments to detect plagiarism. If we do detect any cases of academic dishonesty, we will assign a course grade of F to all students involved and refer the case to the Dean of Students. Further penalties, including suspension or expulsion from the university may be imposed by that office.

This policy is not intended to discourage students from learning from each other, nor is it unmindful of the fact that most significant work in computer science and the computing industry is done by teams of people working together. But, because of our need to assign individual grades, we must impose a requirement for individual work.

You are encouraged to study for exams together, to discuss general concepts covered in class and on assignments, to help each other in using the software, and to discuss methods for debugging code. If you talk about an assignment with someone else you are okay, but the moment you start looking at someone else's code, or showing someone else your code, or describing code line-by-line, you have crossed the line into cheating. Similarly, you should not discuss your algorithmic strategies to such an extent that you and your collaborators end up turning in exactly the same code. Discuss high level approaches together, but do the coding on your own.

You shall not look on the internet for code to solve your assignments and you shall not post your solution code to a publicly accessible web site.You shall not make use of code you find from other sources including the internet. Materials from the web should only be used for educational purposes. Thus, you can read about loops and look at examples of loop code, but you must not copy any code from the web or be looking at any of this code from the web when writing anything you turn in.

If you have any doubts about what is allowed, ask an instructor.

If you submit code that is not your own, you will be guilty of plagiarism and subject to academic disciplinary action, including failure of the course and being reported to the Dean of Students.

UNIVERSITY RESOURCES

The Counseling and Mental Health Center (CMHC) provides counseling, psychiatric, consultation, and prevention services: http://cmhc.utexas.edu/

Student Emergency Services
http://deanofstudents.utexas.edu/emergency/

Need help with technology? http://www.utexas.edu/its/

Canvas help is available 24/7 at
https://utexas.instructure.com/courses/633028/pages/student-tutorials

If you have concerns about the safety or behavior of fellow students, TAs or Professors, call BCAL (the Behavior Concerns Advice Line): 512-232-5050. Your call can be anonymous. If something doesn't feel right – it probably isn't. Trust your instincts and share your concerns.

RELIGIOUS HOLY DAYS

By UT Austin policy, you must notify me of your pending absence at least fourteen days prior to the date of observance of a religious holy day. If you must miss a class, an examination, a work assignment, or a project in order to observe a religious holy day, I will give you an opportunity to complete the missed work within a reasonable time after the absence.

Q DROP POLICY

If you want to drop a class after the 12th class day, you'll need to execute a Q drop before the Q-drop deadline, which typically occurs near the middle of the semester. Under Texas law, you are only allowed six Q drops while you are in college at any public Texas institution. For more information, see:
http://www.utexas.edu/ugs/csacc/academic/adddrop/qdrop

STUDENT ACCOMODATIONS

Students with a documented disability may request appropriate academic accommodations from the Division of Diversity and Community Engagement, Services for Students with Disabilities, 512-471-6259 (voice) or 1-866-329-3986 (video phone). http://ddce.utexas.edu/disability/about/

Please request a meeting with me as soon as possible to discuss any accommodations you may need. Please notify me as soon as possible if the material being presented in class is not accessible to you. Please notify me as soon as possible if any of the physical space is difficult for you.

EVACUATION INFORMATION

The Office of Campus Safety and Security: http://www.utexas.edu/safety/
Occupants of buildings on The University of Texas at Austin campus are required to evacuate buildings when an alarm or alert is activated. Exit and assemble outside, unless told otherwise by an official representative. Do not re-enter a building unless given instructions by the Austin Fire Department, The University of Texas at Austin Police Department, or Fire Prevention Services office.

- Familiarize yourself with all exit doors of each classroom and building you may occupy. Remember that the nearest exit door may not be the one you used for entry.
- Students requiring assistance in evacuation shall inform their instructor in writing during the first week of class.
- Information regarding emergency evacuation routes and emergency procedures can be found at: www.utexas.edu/emergency

COURSE SCHEDULE

Subject to change at instructor's discretion.

8/29 - 8/31	Intro & HelloWorld!
9/3 - 9/7	9/3-Labor Day, Hardware & Strings
9/10 - 9/14	Numeric data types, operators, variables
9/17 - 9/21	Math/string functs, booleans, conditionals
9/24 - 9/28	TBD
10/1	EXAM1
10/3 - 10/5	Loops
10/8 - 10/12	Functions
10/15 - 10/19	Objects & classes
10/22 - 10/26	GUI Programming
10/29 - 10/31	Files & exceptions
11/2	EXAM 2
11/5 - 11/9	Lists
11/12 - 11/16	Multi-dimensional lists
11/19 - 11/23	TBD, Thanksgiving Break
11/26 - 11/30	Tuples, Sets, Dictionaries
12/3 - 12/7	Recursion
12/10	TBD - last class day
12/14	EXAM 3, 9am-noon