University of Toronto, Department of Computer Science
CSC108f — Introduction to Computer Programming — Fall 2001

Course Information Sheet - UTM Version

Course Web-site

http://www.cs.toronto.edu/~csc108h **This web-site is required reading for the term.**

Timetable

The course will consist of lectures by your professor and tutorials and labs given by your teaching assistant (TA). You are in one of two lecture sections given on the Erindale campus. You can find the contact information about your instructor on the web-site and record it here:

Name		Email	
Office		Phone	
Office Hours			

You are also assigned to one of 10 tutorial groups. If you did not sign up for a tutorial session (Pxxxx) on ROSI then you must. You will not receive a mark in the course unless you are enrolled in both a lecture section and a tutorial section. You must also attend the tutorial section to which you are assigned on ROSI. Your instructor can not move you from one tutorial section to another.
On the Erindale campus tutorials will start in week 3 of the course and run only on odd weeks. They are one hour in length. On the even weeks you will have 2-hour labs.
Both tutorials and labs have preparation components. You will not be admitted to a lab unless you have completed the required "entrance preparation" as outlined in the lab description on the web-site.

Required Materials

- **Text:** J. Nino and F. Hosch, *An Introduction to Programming and Object Oriented Design using Java,* (Wiley, 2000).
- **API Reference:** J.N. Clarke,*The Java API: An Introduction for Students,* (July, 2001).
- **the PC handbook:** M.W. Craig *How to prepare programs on the UTM Computer Facility*, UTM PC 01 (August, 2001). This item is sold at Duplicating — just down the hall from the UTM bookstore.

Optional Materials

- **ProgramLive:** *A Multimedia Java Learning Resource*,by Gries & Gries. (Data Description, 2000).

Grading scheme

Work	Weight	Comment
Assignments (8)	25%	see the breakdown on page 2
Midterm tests	20%	during a lecture slot in weeks 6 and 10
Labs	10%	weekly
Final exam	45%	3 hours during exam period

You must achieve at least 40 out of 100 on the final exam to pass this course.

Midterm Tests

If you miss a midterm due to illness, you must complete a "Missed Test" form from the course web-site. Submit the completed form including your Student Medical Certificate to your instructor during an office hour as soon as you return to school from your illness.

Policy on Cheating/Plagiarism

Submitting work that is not your own or helping others to do so is a very serious academic offence. We are serious about enforcing the faculty rules about plagiarized assignments. We will be checking your submissions against those of all other 108 students including students at St. George. See the course web-page for a discussion about what is considered cheating and how to avoid this.

Assignments

Assignments will be available on the course web-site approximately two weeks before they are due. We will not be distributing paper handouts. Assignments will normally be submitted electronically from the computer lab or from home. The web-site contains detailed instructions about the process. We are extremely serious about the rules for assignment submission. Because we print and sometimes test your assignments using automatic scripts, you **must** strictly adhere to these rules.

Assignments are due on Friday mornings at 9 a.m. Late assignments **will not be accepted.** We plan to post solutions to assignments and possible discuss solutions in classes immediately after the due time. This means that absolutely no extensions will be given for any reason.

If you are ill, have your doctor complete a Student Medical Certificate. Then print a copy of the "Request for Special Consideration" form from the web-site. Submit the completed form to your instructor (not your TA) to ask for special consideration on the weighting of the assignment. Your instructor will keep the request and process it at the end of the term when the final grades are calculated.

Remarking

To help in the marking of your assignments, we use automated scripts which compile and test your code. Sometimes students make trivial errors such as naming a method incorrectly which result in getting a zero on the automatic grading portion of the mark. If this happens you may print an "E-Submission Appeal" form from the web-site. Submit this completed form to your instructor. On the form you must state exactly what must be changed in your submission to remedy the situation. You do not resubmit your files. We will make the changes you specify, regrade your assignment and deduct 20% for your error. You may do this at most once during the term and not for A1 or A2.

There may still be rare situations in which you feel your marker has made a mistake. You could begin by discussing this with your TA who may be able to better explain the marking scheme to you. If you are still unsatisfied you may print a "Request for remarking Form" from the web-site. On this form you must clearly explain why you feel your work was marked unfairly. You submit this form to your instructor during an office hour. At your instructor's discretion, the assignment may be regraded by a different TA according to the course standards. Your mark may increase or decrease based on this regrading.

Course Notices

You are responsible for information on the course web-site. You should plan to read the *Announcements* page regularly for general announcements and the individual announcements page for the current assignment.

Lecture and Reading Schedule

Week #:	Monday's date	*Text chapters*	**Scheduled Topics**	Assignments and Tests	Weight (marks)
1	Sept. 10	1,2	intro to object-oriented ideas; running a simple program		
2	Sept. 17	3,4	message passing, methods, parameters; return types, instance variables.	Assignment 1	1%
3	Sept. 24		constructors, strings, input	Assignment 2	2%
4	Oct. 1	5	static, primitive types, casting	Assignment 3	3%
5	Oct. 8	6	conditional statements,`equals()` parameter passing.	Assignment 4	5%
6	Oct. 15	7	`toString()`, information hiding	Midterm 1	10%
7	Oct. 22	8,12	loops	Assignment 5	3%
8	Oct. 29		testing and style		
9	Nov. 5		arrays	Assignment 6	3%
10	Nov. 12		`Vector` class	Midterm 2	10%
11	Nov. 19		overloading methods inheritance, polymorphism		
12	Nov. 26	13	searching	Assignment 7	5%
13	Dec. 3		sorting	Assignment 8	3%

Your combined mark for A1 and A2 will be replaced by your A3 grade if your A3 grade is higher.