

CSC 1351

Introduction to Computer Science II for Majors

Spring 2006

Syllabus

Gerald Baumgartner

Course Summary

The current course listing says:

Fundamentals of Data Abstraction including the ADTs and data structures for the queue, stack, list, and binary search tree.

Next year, the ‘Introduction to’ in the title will be dropped and the course listing will say:

Develops solutions to problems using an object-oriented approach and emphasizes the concepts of: recursion; dynamic memory; data structures (lists, stacks, queues, trees); exception handling.

Prerequisites

- CSC 1350: Introduction to Computer Science I for Majors
- MATH 1550: Analytic Geometry and Calculus I
- Credit will not be given for this course and CSC 1251 or 1254 or 2290 or 2390

Office Hours

Who	Where	Phone	E-Mail	When
Gerald Baumgartner	Coates 288	578–2191	gb	TTh 1:30–3:00pm
TBA	TBA	TBA	TBA	TBA

Other office hours by appointment (recommended).

Reading

- Cay Horstmann, *Big Java*, 2nd Edition, John Wiley & Sons, 2005.
- Wiley’s Student Companion Site for the textbook.

- <http://java.sun.com/docs/books/tutorial/>
- http://java.sun.com/docs/books/jls/second_edition/html/j.title.doc.html
- <http://java.sun.com/j2se/1.5/docs/api/index.html>
- Mailing list cs1351@byte.csc.lsu.edu.
- Web page <http://www.csc.lsu.edu/~gb/csc1351/>.

Important Dates

- Mardi Gras: Feb 27 – Mar 1
- Midterm: Tue, Mar 7
- Spring break: Apr 10–16
- IPDPS and POHLL Conferences: Apr 25–29
- Final: Fri, May 12, 12:30–2:30pm

Both exams are comprehensive.

Programming Assignments

There will be six or seven programming assignments, which will be due at midnight (11:59pm) of the due date. Each will take about two weeks.

A penalty of 10% will be assessed for each day a program is late up to a maximum of 30% after which the program will not be accepted. The final program may not be turned in later than Saturday midnight after the last day of classes.

Homeworks

There will be three or four short homework assignments, which will be due at the beginning of class on the due date. You will typically have about a week for each homework.

A penalty of 15% will be assessed for each day a homework is late up to a maximum of 30%.

Grading

Labs	42%
Homeworks	8%
Midterm	20%
Final	30%

Topics

We will cover most of the material from Chapters 9 through 20 of the textbook, except for the material in Chapters 16 and 19 that was covered in CSC 1350. If time permits, we may cover parts of Chapters 21 and 22 as well. We will spend about a week on each chapter.

Course Policy

Grading

The entire course will be graded partly on a curve. For this reason, I will deduct points rather liberally and I will encourage the grader to do the same. Don't be *too* upset if you don't get what you consider to be a high score. When grading on a curve the absolute score is not that important. To give you a feeling about where you are standing in class, statistics about the scores will be provided periodically.

It is course policy that whoever graded something will be responsible for handling grading disputes. I will grade the midterm exam and the final exam. The grader will grade the homeworks and the programming assignments. Grades become final one week after a homework or exam is handed back. This should leave ample time to resolve grading disputes.

Programming Standards

The algorithm used must be essentially correct. Obviously, the program should (compile and) run. Very little or no credit can be given for a program that doesn't run. If a program 'dumps core,' only partial credit will be given.

I expect your work to exhibit high standards of programming style and layout, reflecting your expertise as a computer professional. Poor style and documentation will result in points being deducted.

Homework Standards

All written work submitted must carry the student's name and must be reasonably neat and well organized. Any work that cannot be read easily will score zero points. A reasonable standard of English expression and grammar is also required. The same requirements apply to exams.

Honesty

I will treat you as professionals, and you should plan on conducting yourself as such. This course presents many important concepts you will need throughout your career as a computing professional, so it is important that *each student* do *all* the assignments and projects and learn the material.

You are free to discuss homework assignments and programs with others. However, the solutions you submit are to be developed by yourself. *Cheating is a very serious offense and will not be tolerated.* Supplying others with material is also against this rule. The policy is that the supplier and receiver of information will both be punished.

Save all handwritten notes and printouts you generate as you work on a project and keep them until the end of the quarter so as to protect yourself in the event that someone "borrows" your program, or the version you submit is mislaid. For your protection, cases of missing output should be *immediately* reported.

Computer Account Security and Use

To help others resist the temptation of using your work, you should maintain proper security on your computer account. Especially, keep your password from others and do not alter the protection on any of your files. To give others access to your account or files or printouts of your programs is the same as giving them the information directly and will be dealt with accordingly. Any trouble with computer accounts should be referred to an instructor as soon as possible.

When a program has been submitted electronically, you should maintain an *unedited* version of what you submitted (with the correct date stamp) until after that program has been graded. It is also beneficial to use version control software such as RCS or CVS to keep track of all versions of files so you can revert back to an old version if necessary.