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Course webpage (see top of page). Look at it several times a week: It is a major communication medium for the course. If you miss a handout, download it from the website.

Piazza <http://piazza.com/class#spring2012/cs1130>. It will be populated with students Tuesday afternoon. You can also enroll yourself in it.

Piazza is highly catered to getting you help fast and efficiently from classmates, the TAs, and instructors. We encourage you to post your questions on Piazza rather than use email to instructors. It will be popu

CMS cms.csuglab.cornell.edu. This is our course management system for handling assignments, grades, etc. It is course CS 1130lec. It will be populated with students on Tuesday afternoon —look at it after Tuesday.

Course material (see course web page for more info)

(1) *Multimedia Introduction to Programming Using Java* and its accompanying livetext *ProgramLive*, by Gries and Gries. Available at the Cornell bookstore.

(2) DrJava, a free Java programming environment.

Programming assignments: Two assignments to be done individually (no group work). Computer projects will be submitted electronically using our CMS (see above). They require mastery: you continue to submit, get feedback, revise, and submit until they are suitably done.

Tests: ONE test, which requires mastery.

Quizzes: There will be quizzes during lecture from time to time. The purpose of a quiz is to let you know what material we think is important at a particular time and to force you to learn it. You will know exactly what the quiz will cover. We expect everyone to get 100 on each quiz. Those who don't get close to 100 will have to take it over again.

Recitations-Sections-labs: The sections/labs are in Hollister B14, at 2:30PM, 3:35PM, and 7:00PM. Bring your laptop. Each lab will ask you to do something on the computer, either to reinforce what is being taught in lecture or to introduce new topics to you. At the end, show what you did to the lab instructor to get credit. Attendance is not mandatory, but you **MUST** complete the lab and show it to a TA or consultant by the end of the week in which it is given.

Academic integrity. This course is not a case of student against faculty. It is not about grades. It is about all of us working together to teach you as much about programming as possible in as efficient a manner as possible. The staff knows that you have other courses

and strives to make your workload in this course reasonable. We are ready to help you in any way we can. On your side, we expect you to be honest. We expect you to come to us early if problems arise, so that we can solve them together —don't wait four or five weeks, because then you may be too far behind.

Read the academic integrity statement on the course website and complete quiz 0 on the course CMS.

Fix your PCs. To reduce chances of errors later, fix your PCs so that extensions (e.g. .java and .doc) always appear. To do this: Open an explorer window. Click menu item *Tools / Folder Options*. Click the view tab. Uncheck the box "Hide extensions for known file types". You may have to do something different depending on what Windows OS you use.

Practice, practice, practice. Learning to program is different from learning many other topics, in that you are learning a skill that should allow you to program a solution to any problem. It's not just a matter of learning a way to solve one particular kind of problem; after this course, instructors in other courses may expect you to program anything with ease.

Learning to program well takes practice. The more time you spend on the computer, trying things out, getting acquainted with programming features and techniques, the better you will do in this course and later. Therefore, practice, practice, practice.

It is better to practice every day or every other day for ½ hour than it is to do nothing for a week or two and then spend 4 hours. Steady progress is best.