

CISP 365 Syllabus

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1 Instructor Information

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2 Class background (generic to all classes)

2.1 Teaching philosophy

The classroom is a medium to exchange ideas particular to a course so that everyone can learn what the curriculum specifies. Students are not the only ones learning, though. Professors can always learn something new, such as better ways to teach a certain concept, more appropriate assignments to exercise learnt materials and etc.

Questions are welcome in my classes. A question reflects an attempt to understand or even to improve materials introduced in the class. Please raise your hand as soon as you have a question so I can address you as soon as possible.

Any disruption that makes it more difficult to learn is prohibited in a classroom or laboratory. I am not the only one who has a say of what is disruptive, a student can also tell me what or whom is disrupting the class.

Now, let's move on to grading. The main purpose of grading is *not* to differentiate students. The main purposes of grading is to:

- provide feedback of how a student is doing
- provide a scale for employers to evaluate a potential employee
- provide a scale for universities to evaluate a potential candidate

What should be used to assign grades? Grades are assigned based on how well a student demonstrate the understanding and application of knowledge that a class is supposed to teach. To be fair, all students are evaluated by the same means. Assignments and examinations are used to provide the necessary "demonstration" for grading purposes. There is more on this topic later.

Although when it comes to assignments and examinations everyone is treated the same (same deadlines, same grading criteria, etc.), there is help for those who need it. The lab time for programming classes and office hours for all classes are intended for students who need extra help in addition to classes. I will try to help you as much as I can during the lab time and office hours if you ask for help. However, there is no exception when it comes to the grading of assignments and examinations.

2.2 What not to do in a classroom or laboratory

Here is a list of specific things *not* to do in a classroom or a laboratory. Consider this an additional list to the list already posted in a classroom or laboratory, or specified in the contract that you sign at the beginning of a class.

- no food nor drink in the classroom, with the exception of plain water in a classroom without computers;
- absolutely no food nor drink (including plain water) in the lab or any classroom with computers for students;
- no phone conversation (this includes CB radio and other communication devices);
- no phone or pager ringing;
- no disruptive behavior.

I normally upload most (if not all) of my classnotes to my website at www.drak.org/teaches/ARC. You are welcome to check and view my classnotes. However, all the classnotes are copyrighted, which means you cannot redistribute the materials in any form unless you have my consent.

I understand most people do not have 24-hour internet access. You are allowed to download the HTML and PDF files on your computer *for your own use only*. You can even print these files out for easier off-line viewing. However, please do not print the classnotes at the printers in room 152. The first reason is that I change my classnotes frequently, what you have printed may be obsolete already. Secondly, printing classnotes can overwhelm the technicians.

You are strongly recommended to print the classnotes using your own printer or at a lab where there is pay-per-print. I understand this is inconvenient and possibly costly. If you think this situation (not being able to print classnotes at room 152) is unacceptable, please contact my dean (boss), Barbara Blanchard at the CIT Area Office. I am more than happy to look into and implement solutions, but I need administrative support first.

2.3 Cheating

Cheating is not fair to other students and eventually is not beneficial to the cheater. All observed and reported cheating in the class will be investigated. All confirmed cheaters will be penalized. The penalty of cheating is *at least* not counting the involved assignment or examinations. The professor reserves the rights for more punitive actions.

What constitutes cheating? In the context of a class, a student cheats if the student does not personally and independently complete submitted assignments or answer questions in a submitted examination. Working on questions in an examination using resources (time, notes, textbook, calculators and etc.) other than the ones allowed is also considered cheating. If an assignment is collaborative, a student can still cheat if the student does not contribute sufficiently to the submitted assignment. Furthermore, any student who helps another student submit work without personal and independent effort is also considered an accomplice in cheating. Any accomplice is penalized exactly the same as a cheater.

If a student suspects others are cheating, incidents can be reported anonymously. In other words, I will not disclose the informer without permission.

2.4 Grading

I use a fairly complicated scheme to determine the final grade. The first part of the final grade comes from assignments, the second part of the final grade comes from examinations.

Assignments make up one third of the final grade. In other words, if you submit all assignments on time and all assignments are 100% completed, it'll make up 33.3% of the final grade. Similarly, if you answer all questions correctly in all examinations, they'll make up 66.7% of the final grade.

For example, consider the following scores:

- assignment 1: 70/100
- assignment 2: 100/100
- assignment 3: 170/200

less than 0.5	F
at least 0.5 but less than 1.5	D
at least 1.5 but less than 2.5	C
at least 2.5 but less than 3.5	B
at least 3.5	A

Table 1: Final grade point to letter grade

- midterm 1: 7/10
- midterm 2: 9/10
- final: 18/20

The *proportion* in 33.3% is $(70+100+170)/(100+100+200)$. In other words, out of a possible 33.3%, this student gets 340/400 of 33.3% or 28.30%. Similarly, the *proportion* in 66.6% is $(7+9+18)/(10+10+20)$, 34/40 of 66.6% is 56.61%. The combined percentage is 28.30%+56.61% or 84.91%.

The combined percentage is from the grade point of an A (4.0). The grade point in this case, therefore, is 84.91% of 4.0 or 3.40. Technically, 3.40 is a little better than a B+ (3.30 is B+).

The final grade point (a number from 0.00 to 4.00) is then converted to a letter grade at the end of the semester using the following table:

I reserve the rights to change the grading scheme throughout the semester. I will make the changes public to the entire class whenever changes are made.

In order to receive your grade, you should sign up for a ZIP account if you have not done so already. You *must* sign up at on-campus, although you can access your account via the internet once you have an account. Visit <http://zip.arc.losrios.edu> to sign up for an account. Your midterm grade and final grade are both sent to this account. I will also send emails to your ZIP accounts regarding course materials and homework assignments.

3 Catalog Description

This course is an introduction to PASCAL, a language which emphasizes the concepts of structured programming. Topics include topdown design, output-input, data types, control structures, functions and procedures. Students will design, code test, and run PASCAL programs.

4 Schedule

The following is a tentative schedule of the semester (organized in weeks). Note that I may speed up or slow down depending on the progress (or there lack of) of the class.

- 1 Introduction, type-and-play, DOS, installing Pascal
- 2 General form for a Pascal program, variables and assignment statements
- 3 Constant definitions, read and write statements
- 4 Boolean expressions and conditional statements
- 5 While-loops and repeat-loops
- 6 for-loops, nested structures
- 7 Midterm Examination 1
- 8 Subroutines, functions and procedures
- 9 Scoping and lifespan of local variables and global variables
- 10 Parameters, passed-by-value
- 11 Parameters, passed-by-reference
- 12 Recursion
- 13 Midterm Examination 2
- 14 Arrays, indexing
- 15 Records
- 16 Abstract data type
- 17 Organizing large programs
- 18 Final Examination