

Course Introduction

Bryce Boe

2013/09/30

CS24, Fall 2013

First things first

- Everyone must receive 8/8 on lab 1 before midnight
- You should have attended the lab
 - If you didn't see me after class

About Me (Bryce Boe)

- Ph.D. Candidate in Computer Science Education
 - Focus on automated assessment tools
 - Not (yet) deserving of the Doctor/Professor title
- B.S. UCSB 2008, M.S. UCSB 2013
- Background in networking and security
- Third time teaching

How to make class smoother

- Feedback, feedback, feedback
 - “Bryce, X doesn’t make sense”
 - “It might be better if Y ”
 - “I can’t read your handwriting”
 - “Your going way too fast”

Outline for today

- Review the syllabus
- Piazza Demo
- Command Line Arguments
- Demonstrate the submission and feedback process

SYLLABUS REVIEW

Problem Solving with Computers II

- Intermediate building blocks for solving problems using computers. Topics include data structures, object-oriented design and development, algorithms for manipulating these data structures and their runtime analyses. Data structures introduced include stacks, queues, lists, trees, and sets.

Course Info

- Instructor: Bryce Boe
 - Office Hours
 - Tuesday, 15:30 – 16:30 in Phelps 1413
 - Wednesday, 11:00 – 12:00 in Phelps 1413
- TAs: Dani, Geoff, and Jon
 - Current office hours online
- Website: <http://cs.ucsb.edu/~cs24>

Required Text

- C++ Plus Data Structures, 5th edition
 - Nell Dale
- Content will supplement lectures

What do you already know?

What you *should* already know

- C
 - Primitive types (int, float, double, char)
 - Loops and conditionals
 - Functions (declaring and calling)
 - Arrays
 - Structures
 - Memory allocation and de-allocation
 - Pointers

Grading Distribution

- 42% Projects (3, split evenly)
 - 20% Final (Monday, December 9)
 - 18% Labs (10, split evenly)
 - 16% Midterm (Wednesday, October 30)
 - 04% Participation
-
- Final score will not be higher than 15% more than weighted average of midterm and final

Participation

- Earned by:
 - Participating in class
 - Answering questions on Piazza
 - Responding to questions on Piazza
- Participation points are relative to the overall class effort (less positive outliers)

Late Submission Policy

- Grading based off your latest (most recent) submission
- 1% off every 5 minute interval late (don't be late for lab 1)
- Examples:
 - Submission at 00:00:00-00:04:59, 1% off
 - Submission at 00:45:00-00:49:59, 10% off
 - Submission at 04:05:00-04:09:59, 50% off
 - Submission on or after 08:15:00, 0%

Grading Petitions

- Applies only to tests
- Not required for grading “mistakes”
- Must meet the following conditions:
 - Wait 24 hours after the test was returned to you
 - Provide a written argument that:
 - Clearly states why your answer is suitable for the question
 - Acknowledges your understanding of the *expected* answer
 - Compares the two

Attendance

- Lectures:
 - Strongly encouraged, not required
- Labs:
 - Encouraged but not required for subsequent labs
 - You may attend any lab if there is space – priority is given to those enrolled in the actual section

Lab and Project Partners

- All projects and most labs will be partner-based
 - You can have a partner starting with lab 2 (next Monday)
- You must use the same partner throughout the course
 - Instructor approval is required to change partners

Academic Integrity Discussion

- With those around you discuss the following questions:
 - What constitutes a violation of academic integrity?
 - What sort of collaboration between students are acceptable?
 - Why are we having this discussion?

Course Syllabus

- The official course syllabus is viewable on the course website:
 - <http://cs.ucsb.edu/~cs24>

Online Interaction

- Avoid class-related emails
- Class discussion and online interaction to take place on Piazza
- Piazza allows:
 - You to ask questions anonymously
 - Ask questions privately to the instructor and TA
 - You to respond to questions
 - Edit questions and answers

Piazza Tips

- Don't use the answer field to update or respond to your question (edit the question or add a follow-up)
- If you figure out your own question, please go back and answer it (don't delete or edit-away the question)
- Ask a new question rather than using the follow-up if it is in-fact a follow-up question

Piazza Demo

COMMAND LINE ARGUMENTS

What are command line arguments?

- The groups of characters entered at the command prompt
- `./a.out`
 - {`“./a.out”`}
- `./fizzbuzz 16`
 - {`“./fizzbuzz”`, `“16”`}

How do programmatically handle
command line arguments?

```
int main(int argc, char *argv[])
```

- `argc` – contains the number of arguments to the program, i.e., the length of `argv`
- `argv` – an array of c-strings (`char*`), contains `argc` elements
- Example
 - `./a.out` (`argc` \leftarrow 1, `argv` \leftarrow {"./a.out"})

What is the value?

- `./a.out 15`
 - `argc`?
 - `argv[0]`?
- `cp file_a file_b /tmp/`
 - `argc`?
 - `argv[4]`?

Submitting your work and receiving feedback

- Refer to

[http://cs.ucsb.edu/~bboe/cs24_m13/p/
submission](http://cs.ucsb.edu/~bboe/cs24_m13/p/submission)

For Wednesday

- Begin reading Chapter 1 in the textbook

Questions?