Welcome to CS-302

Section 7: MWF 9:55-10:45 am; Room 3359 Engineering Hall
Section 3: MWF 11:00-11:50am; Room 3359 Engineering Hall

Instructor: David A. Schneider
email: das@cs.wisc.edu
office: 1346 CS&ST
office hours: Monday/Wednesday 2:30-4pm (or by appointment)

Class Info: http//www.cs.wisc.edu/~das/cs302/index.html

Syllabus
Exams
Lessons/Projects
Academic Conduct
Instructional Labs (1370)
Code Warrior
Text Book
Java Information
Computer Basics
Tutoring
Style Guide
Commenting Guide
Lectures
Discussions
Check My Handin (Instructor: das; Your CS Login)
Check My Grade (Instructor: das; Your CS Login)

Assumptions:

- Some computer proficiency
- Strong problem solving skills (performance in math has been shown to be a good indicator for performance in cs302)
- An "open" semester schedule that will allow for the considerable amount of time outside of class required for this course

Grading

Exam I	(100 points)	25%
Exam II	(100 points)	25%
Exam III	(100 points)	25%
Programming Assignments (2)		25%
Lessons (8-10)		0%

Notes:

- Exams are cumulative in the sense that the later material builds upon the earlier material
- Final Grade will be curved for section 7 and 3
- Approximate letter grade cut-offs for my sections in previous semesters:

	Fall '99	Spring '00
A	94	92
AB	86	90
B	81	86
BC	77	79
C	70	70
D	50	50
F	Below 50	Below 50

Exams:

- ½ Multiple Choice & True/False
- ½ Problems (programs, tracing, etc.)

Lessons:

- "Week-long" assignments
- NOT graded, but will be reviewed to assess progress in the learning the material

Programs:

- Long assignments (40-80+ hours)
- No make-ups

Success in CS-302

- Read assigned chapters of the text before & after lectures
- Take detailed notes of my lectures
- Do the “weekly” lessons
- Do the chapter problems
- Make vocabulary lists or note cards (and review them often)
- Review exams/quizzes/lessons/programming assignments
- Start programming assignments EARLY. Work on them consistently and often until complete

Text

Title: An Introduction to Object Oriented Programming with Java

Author: C. Thomas Wu

Has CD-ROM containing Code Warrior Software

- Java code developing environment (text editor and compiler)
- Allows for working at home (see additional instructions on web page)
- See website (class or text) for installation instructions

Add/Drop/Section Changes

Must use the UW's touchtone system
There is NO waiting list

Additional Notes

Religious Observances

Any religious observance that may affect the taking of exams, completion of programs/Lessons, etc. must be reported to me no later than

Friday, September 15, 2000

Honors Program

Anyone wishing to take this course for Honors credit must notify me by

Friday, September 15, 2000

Tentative Exam Dates/Times:

Wednesday, October 4	7:15-9:15pm (+30 minutes)
Wednesday, November 1	7:15-9:15pm (+30 minutes)
Sunday, December 17	10:05am-12:05pm (+30 minutes)

Machines of the past & present

Past: Each machine/product made separately
Example: Rifles/Muskets

Present: "Component Assembly":
Each Part/Component made separately, then constructed into a whole

Why is Component Assembly Better?

- Reparability
- Reliability
- Reusability
- Remote Locations (Raw Material)
- Optimization of the part & whole
- Efficiency in Building (Faster/Higher Production)

Programming Code is done using Component Assembly

- Code that is already written is re-used (shared)
- Parts of a program are first coded
- Then these parts are merged to construct a complete program

Java

- Object-oriented
- Classes
- Objects

Assignment 1

- Skim Chapter 0
- Read Chapter 1
- Lesson 1 will be available shortly