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

<u>Text</u>

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

<u>Add/Drop/Section Changes</u>

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

<u>Additional Notes</u>

<u>Religious Observances</u>

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

<u>Honors Program</u>

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