

CMPS 10 Introduction to Computer Science Fall 2004

This course is an introduction to the fundamental concepts, issues, and methods of computer science. Our unifying theme is the design, theory, implementation, and applications of algorithms. Topics include: correctness and efficiency of algorithms, hardware implementations, machine and assembly languages, higher level programming languages, and the theoretical limits of computation. While there are no prerequisites, this is a computer *science* course, and not a computer *literacy* course. This means we will cover some technical material with significant mathematical content.

Co-Instructors: Martín Abadi & Patrick Tantalo

Time and Place: TTh 4:00 – 5:45 Engineering Lecture 101

Class Webpage: <http://www.soe.ucsc.edu/classes/cmcs010/Fall04/>

Webforum: <http://apps.soe.ucsc.edu/forums>

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(starting in October)

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Teaching Assistants:

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Secondary Labs: In addition to the lectures, there are a number of lab sections. The purpose of these secondary labs is for the TAs to provide help with homework and lab assignments, as well as to provide facilities for you to work on lab assignments. Attendance at the secondary labs is entirely optional. If you don't feel you need help, and you know how to access the campus computer network from home, you can do the lab assignments from there, or from any other public computer lab on campus. A schedule of lab times will be posted on the class webpage.

Text: *An Invitation to Computer Science*, Third Edition, by G. Michael Schneider & Judith L. Gersting. Course Technology 2004. We will cover (roughly) chapters 1-6, and 8.

Evaluation: The work in this course will be weighted as follows:

Written Homework	0%
Lab Assignments	30%
Quizzes	30%
Final Exam	40%

Written Homework will be assigned from the end of each chapter, but will not be turned in and will not be evaluated for credit in the course. Its purpose is to prepare students for in-class quizzes and the final exam. We will have five **Lab Assignments** which are designed to familiarize students with the UNIX operating system, compiling and running C++ programs, sorting algorithms and their asymptotic run times, assembly language programming, and the C++ programming language. These assignments will be turned in electronically via the "*submit*" command which will be described in the first lab assignment.

Please do not attempt to turn in any assignment by email. No credit will be given for such work. We will also have five in-class **Quizzes** starting **Tuesday October 5** and every two weeks thereafter. A complete listing of all quiz dates, and their solutions can be found on the website. The **Final Exam** will be held on **Tuesday, December 7 8:00 – 11:00am**. Please make arrangements now to be available on that day. The grading scale for the class will be approximately: A::90%-100%, B::80%-89%, C::70%-79%, D::60%-69%, F::0%-59%. Letter grade boundaries may be lowered at our discretion in order to eliminate some borderline cases.

Getting a UCSC Computer Account:

It is a requirement of this course that each student have an active UCSC computer account. If your account is not already activated, go to the UCSC portal: <http://my.ucsc.edu>, and log in using the *User ID* and *Password* that were sent to you by the Registrar's Office, then click on the link labeled *Activate UCSC Account*.

Academic Honesty:

The Computer Science Department of UCSC has a zero-tolerance policy for any incident of academic dishonesty. If cheating occurs, consequences within the context of the course may range from getting zero on a particular assignment to failing the course. In addition, every case of academic dishonesty is referred to the students' college Provost, who sets in motion an official disciplinary process. Cheating in any part of the course may lead to failing the course, suspension and/or dismissal from the university.

What is cheating? In short, it is presenting someone else's work as your own. Examples would include copying another student's lab assignment, or quiz, allowing your own work to be copied, or in any way facilitating someone in cheating. Although you may discuss problems with fellow students, your collaboration must be at the level of *ideas* only. Legitimate collaboration ends when you lend, borrow, or trade *written solutions* to problems, or in any way share in the act of *writing* your answers. You may freely give and receive help with the computer facilities, editors, the UNIX operating system, and the proper use and syntax of the C++ programming language, but you may not copy, paste, email, or in any way share source code. If you do collaborate (legitimately) or receive any form of help from anyone, you must credit them by placing their name(s) at the beginning of your assignment.

The following is from the Fall 2004 Schedule of classes under General Information:

Academic Integrity

All members of the UCSC academic community have an explicit responsibility to present as their original work only that which is truly their own. Cheating, plagiarism, and other forms of academic dishonesty are contrary to the ideals and purposes of a university and will not be tolerated. Note that plagiarism includes the deliberate misrepresentation of someone else's words and ideas as your own, as well as paraphrasing without footnoting the source. Students and faculty are jointly responsible for assuring that the integrity of scholarship is valued and preserved. To view the full text of the policy on academic dishonesty, see oasas2.ucsc.edu/avcue/integrity.

Due Process

Students charged with academic dishonesty have the right to due process through established policies and regulations concerning student conduct and discipline. Copies of these policies and regulations can be found in the *UCSC Student Policies and Regulations Handbook* (www2.ucsc.edu/judicial/).