CMPE13/13L: Computer Systems and C Programming
General Information and Syllabus

Spring 2009
MW: 7:00pm – 8:45pm
Class room: E2 180

Instructor: Cyrus Bazeghi
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Office: E2-319
Office Number: (831) 459-2217
Office Hours: M/W 6:00pm to 6:45pm
By appointment

Teaching Assistant: Jared Mednick
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Office Hours: TBA

Key Dates
Final Exam: Thursday, June 11th, 4:00pm to 7:00pm
Midterm Exam: Monday, May 11th, 7:00pm to 8:45pm

Required text book

Optional reference

WWW site and Discussion Forum
Website: http://www.soe.ucsc.edu/classes/cmpe013/Spring09
Check this site often as this is where the homework assignments, lecturer notes, homework, quiz, and test solutions are posted. You are expected to read all the material on the website.

Discussion Forum: http://forums.soe.ucsc.edu/
Use the discussion forum to post questions to the tutors and the TA’s about lab and class material, ask questions to other students, or start discussions about class and lab material. Do not expect fast replies from the instructor, use email or the phone for a timely response. Check this often as class announcements will be made on here.

Course Work – CMPE 13
Attendance is highly recommended for the lectures as the material rapidly builds upon each topic. Please see the website for details on what is expected of you. The lecture material will be recorded and be available on the class website.

There will be semiweekly homework assignments which are graded. The instructor feels strongly that you learn by doing, not be just by reading or listening. There will be one exam during the quarter and one
comprehensive final exam. The exams will be based on homework and lecture material. There will also be occasional pop quizzes.

If you have any disability-related needs, be sure to contact the Disability Resource Center well in advance of any expected need.

Class Evaluation

The class grade is determined by the following criteria: Homework/Quizzes (20%), Midterm Exam (30%), and the Final Exam (50%).

Lab Work – CMPE 13L

You must be enrolled in CMPE13L to remain in CMPE13. You must pass CMPE13 to pass CMPE13L. You may pass CMPE13 and fail CMPE13L. Attendance in lab section is required so be sure to enroll in a section you can attend.

We will also be doing C programming on both a SPARC (UNIX) system and with an MSP430 based embedded C environment on the PCs. See the class website for more information on the lab.

There will be lab assignments throughout the quarter that will have you possibly doing some logic design and lots of programming in one of the languages covered in class. No collaboration is allowed on lab assignments unless explicitly permitted in the assignment write-up. When permitted, collaboration must be acknowledged and may only be with current course staff or students currently enrolled in CE13L. Failure to give credit when collaboration is allowed is a form of academic dishonesty and can be grounds for failure of the course. **You are not allowed at any point to share actual code with another student**, collaboration is the discussion of the topic and how to solve it at a high level.

Lab Evaluation

Your lab (CMPE 13L) grade is determined solely by your performance on the lab assignments. Though the lab grade does not directly contribute to the course grade, the material covered in the lab is meant to reinforce the material presented in class. Thus doing well in the lab will directly improve your class performance. Your lab grade will be considered if you are on the borderline between grades.

Academic Honesty

Academic honesty is a requirement for the course. All material produced must be your own independent work; this includes homework/quizzes, exams, and lab assignments.

What is cheating? In the class it is copying answers during exams or bringing in unauthorized reference material. Homework should be done independently though comparing answers is permitted as long as you work through the problems together when there are differences. Copying is NEVER acceptable.

In the lab cheating is sharing code or solutions when not explicitly told it is permitted. Submitted labs are electronically compared to all other submitted labs, including past labs for similarities. The code checker tool checks all lab assignments for common cheating practices, renaming variables, moving code sections, changing comments and other formatting changes.

If a student is caught cheating in either the class or lab this will result in failure in the class and lab and further damage to your academic career as appropriate. **DO NOT CHEAT, IF CAUGHT YOU WILL BE DROPPED FROM THE CLASS AND THE LAB AND REPORTED TO YOUR COLLEGE AND THE DEPARTMENT.** It is not worth it, please do not do it.