CMPS 11
Intermediate Programming
Spring 2017

Description: Continuation of CMPS 5J. Covers basic object-oriented programming; event-driven programming; graphical user interface (GUI) creation; recursion; and two-dimensional arrays. The two-quarter sequence 5J and 11 cover the same material as the accelerated introductory course and lab 12 A/L cover in one quarter. Students cannot receive credit for this course and CMPS 12A.

Prerequisites: CMPS 5J and Math 3 or 11A or 19A or AMS 3 or 11A or Econ 11A or a score of 40 or higher on the mathematics placement exam.

Meeting time: MWF 1:20-2:25pm Media Theater M110
Class webpage: https://classes.soe.ucsc.edu/cmpts011/Spring17/

Instructor: Patrick Tantalo http://www.soe.ucsc.edu/~ptantalo/
Office: E2 257
Office Hours: MW 5:30-8:00 pm, or by appointment
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Teaching Assistants:
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MSI Tutor:
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Recommended Texts:

Coursework:
• Programming Assignments (6) due at roughly 10 day intervals
• Lab Assignments (8) due at roughly 7 day intervals
• Midterm Exam 1 will be held Wednesday, April 26
• Midterm Exam 2 will be held Wednesday, May 24
• Final Exam will be held Tuesday June 13, 12:00-3:00pm

Coursework will be weighted as follows:
  Programming Assignments 25%
  Lab Assignments 15%
  Midterm Exam 1 10%
  Midterm Exam 2 20%
  Final Exam 30%
Grading scale:

- **A+** 97.0%-100%
- **A**  93.0%-96.9%
- **A-** 90.0%-92.9%
- **B+** 87.0%-89.9%
- **B**  83.0%-86.9%
- **B-** 80.0%-82.9%
- **C+** 76/0%-79.9%
- **C**  70.0%-75.9%
- **C-** 67.0%-69.9%
- **D+** 64.0%-66.9%
- **D**  61.0%-63.9%
- **D-** 58.0%-60.9%
- **F**  0%-57.9%

Letter grade boundaries may be lowered at my discretion in order to eliminate some borderline cases.

**Accommodations for Students with Disabilities**

If you qualify for classroom accommodations because of a disability, please get an Accommodation Authorization from the Disability Resource Center (DRC) and submit it to me in person outside of class (i.e. during office hours) within the first two weeks of the quarter. Contact DRC at 459-2089 (voice), 459-4806 (TTY), or [http://drc.ucsc.edu](http://drc.ucsc.edu) for more information.

**Academic Honesty:**

The Baskin School of Engineering has a zero tolerance policy for any incident of academic dishonesty. If cheating occurs, consequences 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 or dismissal from the Baskin School of Engineering, or from UCSC.

What is cheating? In short, it is presenting someone else’s work as your own. Examples would include copying another students’ lab or programming assignment, or allowing your own work to be copied. You may discuss programs with fellow students, but your collaboration must be at the level of ideas only. You may freely give and receive help with the computer facilities, editors, the UNIX operating system, and the proper use and syntax of the Java and C programming languages; but you may not copy, paste, email, transfer or in any way share source code. If you do collaborate (legitimately) or receive help from anyone, you must credit them by placing their name(s) at the top of your program. Please go to [https://www.ue.ucsc.edu/academic_misconduct](https://www.ue.ucsc.edu/academic_misconduct) to see the University's policy on Academic Misconduct.