CMPS 12A/L
Introduction to Programming (Accelerated)
Spring 2018

12A Description: Accelerated introduction to programming. Students write medium-sized programs. Topics include: functions; conditionals and loops; classes; event-driven programming and graphic user interfaces (GUIs); recursion; and arrays. Students who have no or very limited programming experience should consider courses 5J and 11 which cover the same material in two quarters. Students may not receive credit for both this course and course 11. Some prior programming experience in a language such as C, C++, Java, or C# strongly recommended.

Prerequisites: Mathematics 3 or 11A or 19A or Applied Mathematics and Statistics 3 or Applied Mathematics and Statistics/Economics 11A, or a score of 400 or higher on the mathematics placement examination (MPE). Concurrent enrollment in 12L required.

12L Description: Laboratory sequence complementing topics taught in course 12A by providing training and exposure to several software development tools and practices not covered in course 12A. In addition, the lab provides an initial exposure to a second programming language to reinforce concepts from course 12A. Concurrent enrollment in course 12A is required.

Time and Place: TTh 9:50am-11:25am Classroom Unit 001
Class webpage: https://classes.soe.ucsc.edu/cmps012a/Spring18/

Instructor: Patrick Tantalo http://www.soe.ucsc.edu/~ptantalo/
Office: E2 255
Office Hours: TTh 5:30pm-7:00pm & W 10:00am-1:00pm, or by appointment
Email: ptantalo@soe.ucsc.edu

Teaching Assistants:
Johnnie Chang (cchan60@ucsc.edu)
Rohan Ganpati (rganpati@ucsc.edu)

Course Tutors: TBA

MSI Learning Assistant:
Gavin Chen (ghchen@ucsc.edu)

LSS Tutor:
Egan Bisma (ebisma@ucsc.edu)


Recommended Texts:

Coursework
Although 12A and 12L are separate classes, it shall be the policy of this class that the grade you earn in 12L will be identical to your grade in 12A. The following weights will determine this grade.
- **10% Lab Assignments** (7) due at roughly 7 day intervals.
- **20% Programming Assignments** (6) due at roughly 10 day intervals.
- **20% Midterm Exam 1** will be held Thursday, April 26.
- **20% Midterm Exam 2** will be held Thursday, May 24.
- **30% Final Exam** will be held Wednesday June 13, 12:00-2:00 pm.

If you are taking just one of these courses, your grade will be calculated as follows.  **12A only:** You need not complete the Lab Assignments (though they are recommended). Programming Assignments will be 30% of your grade, otherwise same as above.  **12L only:** Lab Assignments will be 70% of your grade, and the Final Exam will be 30%.

**Grading scale:**

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<tr>
<th>Grade</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>A+</td>
<td>97.0% - 100%</td>
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<tr>
<td>A</td>
<td>93.0% - 96.9%</td>
</tr>
<tr>
<td>A-</td>
<td>90.0% - 92.9%</td>
</tr>
<tr>
<td>B+</td>
<td>87.0% - 89.9%</td>
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<tr>
<td>B</td>
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<tr>
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<td>58.0% - 60.9%</td>
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Letter grade boundaries may be lowered at my discretion in order to eliminate some borderline cases.

**Accommodations for Students with Disabilities**

UC Santa Cruz is committed to creating an academic environment that supports its diverse student body. If you are a student with a disability who requires accommodations to achieve equal access in this course, please submit your Accommodation Authorization Letter from the Disability Resource Center (DRC) to me privately during my office hours or by appointment, preferably within the first two weeks of the quarter. At this time, I would also like us to discuss ways we can ensure your full participation in the course. I encourage all students who may benefit from learning more about DRC services to contact DRC by phone at 831-459-2089, or by email at drc@ucsc.edu.

**Academic Honesty:**

The Baskin School of Engineering has a zero tolerance policy for any incident of academic misconduct. If cheating occurs, consequences may range from getting zero on a particular assignment to failing the course. In addition every case of academic misconduct 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 include copying another students’ lab or programming assignment, allowing your own work to be copied or in any way facilitating misconduct by others. You may discuss programming and lab projects with fellow students, but your collaboration must be at the level of ideas only. You may freely give and receive help on the UCSC computer facilities, code editors and IDEs, the UNIX operating system, and on the proper use and syntax of the Java and C programming languages. You may also freely use any example code that is posted by me on this quarter's web page. However, you may not copy, paste, email, transfer or share in any way the
source code for projects in this class. Go to https://www.ue.ucsc.edu/academic_misconduct to see the University's official policy on Academic Misconduct.