CMPS 12A/L
Introduction to Programming (Accelerated)
Winter 2013

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.

Meeting time: MWF 2:00-3:10 Oakes 105
Class webpage: http://ic.ucsc.edu/~ptantalo/cms12a/Winter13/
Piazza forum: https://piazza.com/ucsc/winter2013/cms12a/home

Instructor: Patrick Tantalo (http://www.cse.ucsc.edu/~ptantalo/)
Office: E2 257
Office Hours: MWF 11:00-12:00, or by appointment
Email: ptantalo@soe.ucsc.edu
Phone: 831-459-3898

Teaching Assistants:
Chris Smith <chssmith@soe.ucsc.edu>
Yani Zhang <yanizhang@soe.ucsc.edu>


Recommended Texts:

Coursework and Evaluation for CMPS 12A:
We will have 5-6 Programming Assignments due at roughly 10 day intervals. The first Midterm Exam will be held Friday, February 1. The second Midterm Exam will be Friday, March 1. The Final Exam will be held on Tuesday, March 19, 4:00 – 7:00 pm. Please make arrangements now to be available at the appropriate times.

Coursework for 12A will be weighted as follows:
Programming Assignments 60%
Midterm Exam 1 10%
Midterm Exam 2 10%
Final Exam 20%
Coursework and Evaluation for CMPS 12L:
We will have 7-9 Lab Assignments dealing with various topics such as: the javac compiler, the submit command, the unix operating system, command line arguments, file input and output, the jdb debugger, program testing, Jar files, graphical user interfaces, and the C programming language. These assignments will be due at roughly 7 day intervals. Students taking 12L will also be required to sit for the 12A Final Exam (see above for time and place).

Coursework for 12L will be weighted as follows:
- Lab Assignments: 80%
- Final Exam: 20%

The grading scale for both 12A and 12L will be approximately: A+: 97%-100%, A: 93%-96%, A-: 90%-92%, B+: 87%-89%, B: 83%-86%, B-: 80%-82%, C+: 76%-79%, C: 70%-75%, D: 60%-69%, F: 0%-59%. 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 submit your Accommodation Authorization Letter from the Disability Resource Center (DRC) to me during my office hours or by appointment, preferably within the first week of the Summer Session. Contact DRC by phone at 831-459-2089 or 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 http://www.ucsc.edu/academics/academic_integrity/ to see the full text of the University's policy on Academic Integrity.