



Essentials: Communication, Content, and Structure

Communications

Class Meetings: Monday, Thursday 11:10 - 12:25, Room HN1516
Office: HN1090J
Office Hours: Tuesdays, 11:00 - 13:00
Email: stewart.weiss@hunter.cuny.edu
Telephone: (212) 772-5469

You can see me during my office hours without an appointment. If you need to see me at a different time, you need an appointment. The best way to make an appointment is to send me email. I can sometimes schedule appointments if you see me before or after class. You can also call my office and leave a message. Regarding email, please note that I read only plain ASCII plain text messages, not HTML or MicroSoft Word-encoded documents. Also note that any email concerning anything that might fall under the FERPA regulations (e.g. questions about grades or other class related issues) must be sent from your "myhunter" account.

Resources

Textbooks: Frank M. Carrano and Janet J. Prichard, *Data Abstraction and Problem Solving with C++*, Addison Wesley, ISBN-13: 978-0134463971, ISBN-10: 0134463978. 7th edition. If you wish to obtain a previous edition, usually at a significantly smaller price, you may do so, but only if you accept the possibility that references to page numbers, exercises, and headings may be different.

Computing Facilities: Registered students will be given user accounts on the UNIX hosts in the 1000G lab of the Computer Science Department, located on the tenth floor of Hunter North. This lab is open 24 hours a day, 7 days a week and access to it is limited to students enrolled in selected courses. In addition, students will be able to use a secure remote login service such as ssh to access these accounts.

Website: All course materials, including lecture notes, slides, assignments, syllabi, and other resources, including this document, are posted on my website, at http://www.compsci.hunter.cuny.edu/~sweiss/course_materials/csci235/csci235_fall16.php

Discussion Board: This class will use Piazza as a discussion board. Please see the section below entitled "Course Materials, the Web, Piazza, and Blackboard" for the details.

Prerequisites

You are required to complete CSci. 135, CSci 150, and Math 150 with a grade of C or better to take this course.



Departmental Learning Goals

Material in this course supports or partially supports the following departmental learning goals: 1a: (understanding the basic foundations and relevant applications of mathematics and statistics, particularly those branches related to computer science) by using mathematics to analyze algorithm performance; 2c: (ability to apply principles of design and analysis in creating substantial programs and have experience working in teams on projects of moderately realistic scope); 3a: (ability to communicate ideas effectively) by requiring homework that is graded in part on clarity and proper use of the English language.

Course and Learning Objectives

The principal objective of this course is to further your understanding of the design and analysis of algorithms and data structures. The course introduces the concept of abstract data types, as well as queues, stacks, lists, and various types of trees. It also introduces algorithms for certain common problems such as sorting, as well as algorithm paradigms such as backtracking and divide-and-conquer. More concretely, it will further your programming skills by covering recursion, pointers, and error handling. Lastly, it will show you how to improve your software engineering skills a little more, and to give you practical experience for more productive programming. This course demands that you write more complex software than you did in Software Design & Analysis I. In addition to the above concrete objectives, the course has certain “soft” skill objectives, including improving your ability to express ideas in written form and in spoken form, improving your ability to work as part of a community of software developers, and being able to identify the processes that you use to solve problems and explain these to others. A complete list of the expected outcomes for this course, as codified by the Computer Science Department, is contained in the document

http://www.compsci.hunter.cuny.edu/~sweiss/course_materials/csci235/csci235_curriculum.pdf.

We may not cover all of the content described in that document, as it is more extensive than can be achieved in a one semester course. For a list of concrete topics that we will cover, see http://www.compsci.hunter.cuny.edu/~sweiss/course_materials/csci235/csci235fall16_schedule.pdf.

Doing Well in This Course

If you want to do well in this course then you should do all of the following:

- Read the assigned reading *before* the lecture, not after it.
- Make a list of questions and ask them during the lecture. If I do not think a question is appropriate for the class, I will answer it at another time.
- Submit all assignments on time.
- Study for exams.
- Do as many of the textbook’s sample questions as you have time to do.
- Do your assignments yourself.

Assignments, Exams, Grading, and Lateness

Your grade is computed strictly from three components, a programming component, an exam component, and an assignment component. The programming component is 20% of your grade and the exam component is 70%. The assignment component is 10% of the grade. The weights for programs and exams are given below. Assignment weights will be determined during the semester depending on the number of assignments.



Programming Assignments

I will assign four programming projects during the semester. This is not enough to become proficient. If you want to be proficient and have the time, you should make up your own small problems and write test programs to solve them. Every program must satisfy the programming rules stated in the Programming Rules document provided on the course website. Programs will not be accepted beyond their due dates, without exception. The precise rules governing lateness, plagiarism, and the evaluation of programming projects are also contained there. I take plagiarism very seriously. The due dates and weights are listed below.

Programming Assignment	Weight Towards Final Grade	Due Date
1	4%	September 29
2	4%	October 27
3	6%	November 14
4	6%	December 8

Exams

There will be two midterm exams and one final exam. The exams will require that you write pseudo-code and possibly C++ code to describe algorithms and/or solve conceptual problems related to the course material. There are also conceptual questions on most exams, that may require short answers of various kinds.

Exam	Weight Towards Final Grade	Exam Date
1	15%	September 26
2	15%	November 7
3	40%	December 19, 11:30 - 13:30

Incomplete Grades

All assignments must be submitted by their due dates. Late assignments will not be accepted. Failure to take an exam counts as a zero grade on that exam. The only exceptions to these two rules are in the case that you have a legitimate medical or personal emergency that prevents your timely completion of homework or sitting for an exam and have notified me in a timely manner about this emergency. I will schedule a make-up exam or allow a homework extension only in that case. I do not give incomplete (IN) grades except to those students who were unable to complete the work because of legitimate, documented medical or personal problems, and this is entirely at my discretion.

Class Schedule

The document at

http://www.compsci.hunter.cuny.edu/~sweiss/course_materials/csci235/csci235fall16_schedule.pdf

contains the detailed class schedule.

Class Calendar

The last day to withdraw is November 10. There is no class on Monday September 5, Monday October 3, Monday October 10, and Thursday, November 24. The last day of class is Monday, December 12.



Programming and System Access

All students enrolled in the class are given accounts on the Computer Science Department's network. This entitles you to around-the-clock access to the 1000G lab, which is equipped with Linux workstations. This lab is normally open "24/7". The account also enables you to work from home or another remote computer by connecting to any of the lab machines remotely. The details are described below.

The advantage of working in the lab, as opposed to working remotely, is that you will be sitting at the console of a Linux host and will not be subject to potential disconnections that can take place when working remotely. You will also be much less affected by network problems than if you connect remotely from outside of Hunter. The disadvantage is that you have to be in school to do this.

When you are in the lab there are a few important rules that must be followed:

- Never power down a machine for any reason.
- Never leave a machine without logging out.
- Never use lockscreen to lock the screen in your login.

There are several other rules regarding lab use; they are posted there. Please take the time to read them and then follow them.

The Computer Science Department makes a UNIX host, named

`eniac.cs.hunter.cuny.edu`,

available to students who have accounts on the network. `eniac` is a gateway computer - you will be able to login to this host from any computer that has `ssh` client software on the Internet. Once you login to `eniac`, you must login from `eniac` to one of the computers in the 1000G lab, which are named `cslab1`, `cslab2`, `cslab3`, and so on, up to `cslab29`. You cannot `ssh` directly to those machines from outside of Hunter College for security reasons. For example, you can first login to `eniac`, and then when it gives you a prompt such as "\$", you would type

```
ssh cslab5
```

and re-enter your network password at the prompt from `cslab5`.

Many computers come with a version of `ssh` already installed. If yours does not, you can get one for free. There are several free versions of `ssh`. *OpenSSH* is an open source version developed for the *OpenBSD* project. *PuTTY ssh* is a free version for the Windows operating systems, available at

<http://www.chiark.greenend.org.uk/~sgtatham/putty/>.

Macintosh computers come with a command-line `ssh` client.

Course Materials, the Web, Piazza, and Blackboard

All lecture notes will be posted on the course's home webpage (whose URL is above), which does not require special privileges to access. The only thing for which I use Blackboard is for posting of grades, which will be posted in the grade center there. This term we will be using Piazza for class discussion. The system is highly catered to getting you help fast and efficiently from classmates and me. Rather than emailing questions to me, you are to post your questions on Piazza. If you have any problems or need feedback for the developers, email team@piazza.com.

You can find our class page at:

<https://piazza.com/hunter.cuny/fall2016/csci23501/home>.



An invitation to join the Piazza discussion board will be sent to your Hunter College email address close to the start of the semester. You should accept this invitation. Your Hunter email address can be used for reading and sending messages to the group, or you can change the email address or add another on the settings page. In fact, you can request to join the group with any email address you choose, at

<http://piazza.com/hunter.cuny/fall2016/csci23501>

I require that you use the following protocol if you have a question:

1. Check whether the question you want to ask has been posted and answered on Piazza.
2. If it has been answered, you are finished. If not, post the question on Piazza.
3. Anyone in the class can answer the question. If no one else answers the question in a timely manner, I will post an answer to it.

I will ignore any non-personal questions sent to my Hunter email address. Personal questions (such as a questions about a grade or a missed class or alternative times to meet with me) should be sent via private email to my Hunter email address, not to Piazza.

Academic Honesty

Unless I state otherwise, all assignments and projects are to be your work alone. If someone else does part of this for you, it is considered to be academic dishonesty. Hunter College regards acts of academic dishonesty (e.g., plagiarism, cheating on examinations, obtaining unfair advantage, and falsification of records and official documents) as serious offenses against the values of intellectual honesty. The college is committed to enforcing the CUNY Policy on Academic Integrity and will pursue cases of academic dishonesty according to the Hunter College Academic Integrity Procedures. In this class, I will enforce the University's Policy on Academic Integrity and bring any violations that I discover to the attention of the Dean of Students Office.

ADA Compliance

In compliance with the *American Disability Act of 1990* (ADA) and with *Section 504* of the *Rehabilitation Act of 1973*, Hunter College is committed to ensuring educational parity and accommodations for all students with documented disabilities and/or medical conditions. It is recommended that all students with documented disabilities (emotional, medical, physical and/or learning) consult the *Office of AccessABILITY* located in Room E1124 to secure necessary academic accommodations. For further information and assistance, the student can call (212-772-4857)/TTY (212-650- 3230).

Changes to This Syllabus

Except for changes that substantially affect the implementation of the grading statement, this syllabus is a guide for the course and is subject to change with advance notice. Any changes will be posted to the course website and to the Piazza group for the course.