

CS 106A — General Information

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Lectures

Lectures are scheduled for Monday, Tuesday, Wednesday, and Thursday at 11:00A.M. in Gates B01. The schedule for individual lectures is given on the accompanying syllabus.

Discussion sections

In addition to lecture, you must also sign up for a weekly 50-minute section. In order to take CS 106A, you must sign up for a section between 5:00P.M. Thursday, June 26 and 5:00P.M. Sunday, June 29. Starting this Thursday, the signup form will be available on the web at the URL <http://cs198.stanford.edu/section/>.

Units

If you are an undergraduate, you are required to take CS 106A for 5 units of credit. If you are a graduate student, you may enroll in CS 106A for 3 units if it is necessary for you to reduce your units for administrative reasons. Taking the course for reduced units does not imply any change in the course requirements.

Drop/add deadlines

You may not add a new course to your study list after Sunday, July 6, and may not drop a course after Sunday, July 13, without having that course appear on your transcript with a notation indicating that you have withdrawn from the course. The last day to change your status to CR/NC is Sunday, July 27.

Web page

The web page for CS 106A is <http://www.stanford.edu/class/cs106a/>. All the materials and course announcements will be posted here, so be sure to check it frequently.

Texts and handouts

There are two required texts for this class, both of which are available from the Stanford Bookstore. The first is *Karel the Robot Learns Java*—a 35-page tutorial that introduces the major concepts in programming in the context of an extremely simple robot world.

The second is the textbook, *The Art and Science of Java*. In addition to these texts, we will also distribute additional material in the form of class handouts. After class, any extra copies of the handouts will be placed in the handout bins in the entryway to the Gates B-wing. The handouts are also available in PDF® format on the CS 106 web site. If you miss a handout in class, you can print your own copy from the web.

Examinations

The midterm examination will be administered on Thursday July 17 from 8:00 to 9:30 P.M. The final examination will be on Saturday, August 16 from 8:30–11:30A.M. All examinations are open-book, and you may use any notes or materials from the class.

Programming assignments and problem sets

CS 106A requires six programming assignments, which are due on the dates given in the syllabus. Except for the last assignment (which is due at the very end of the quarter), each assignment is graded during an interactive, one-on-one session with your section leader, who rates it according to the following scale:

- ++ An absolutely fantastic submission of the sort that will only come along a few times during the quarter. To ensure that this score is given only rarely, any grade of ++ must be approved by the instructor and TA. Since your section leader would almost certainly want to show off any assignment worthy of a ++, this review process should not be too cumbersome.
- + A submission that exceeds our standard expectation for the assignment. The program must reflect additional work beyond the requirements or get the job done in a particularly elegant way.
- √+ A submission that satisfies all the requirements for the assignment—a job well done.
- √ A submission that meets the requirements for the assignment, possibly with a few small problems.
- √– A submission that has problems serious enough to fall short of the requirements for the assignment.
- A submission that has extremely serious problems, but nonetheless shows some effort and understanding.
- A submission that shows little effort and does not represent passing work.

From past experience, we expect most grades to be √+ and √. Dividing the grades into categories means that your section leader can spend more time talking about what you need to learn from the assignment and not have to worry about justifying each point.

For each assignment, you must make an appointment with your section leader for an interactive-grading session. Your section leader will explain in section how to schedule these sessions and go over the grading process in more detail.

Late policy

Each of the assignments is due on the day specified in the syllabus. Most assignments require both electronic and printed submissions. The printed copies may be handed in during class or turned in to the box outside our office (Gates 160); the corresponding code must be submitted electronically as described in the first two assignments. All assignments are due at 11:00A.M. sharp on the dates indicated on the assignment handout. Anything that comes in after 11:00A.M. will be considered late.

Because each of you will probably come upon some time during the quarter where so much work piles up that you need a little extra time, every student begins the quarter with three free “late days.” To avoid any ambiguity, a “day” is defined as a 24-hour day and includes weekends and holidays. Thus, if your assignment was due on Friday but turned in the following Monday, that assignment would be three days late. After your late days for the quarter are exhausted, programs are assessed a late penalty of one category point per late day used (a $\checkmark+$ turns into a \checkmark , and so forth). Late days are valuable, and it pays to keep some around for the harder assignments toward the end of the quarter. In all cases, assignments must be turned in within a calendar week of their published due date.

In special circumstances (such as extended medical problems or other emergencies), extensions may be granted beyond the late days. To request an extension, send e-mail to Osvaldo no later than 24 hours before the program is due. Only Osvaldo is authorized to approve such extensions. In particular, do not ask your section leader.

Contests

As shown on the calendar handout, there are two contests scheduled at different points during the term. The point of these contests is to give you a chance to show creativity and initiative beyond what is formally required by the course. Rules for each contest will be distributed in class when they are announced.

Grading

Final grades for the course will be determined using the following weights:

45%	Programming assignments and problem sets
30%	Final examination
15%	Midterm examination
10%	Section participation

Computer facilities

As in any programming course, the assignments in CS 106A require extensive hands-on use of a computer. The preferred platform for doing the work is the Eclipse environment which runs under both Mac OS X and the various flavors of Microsoft Windows. Instructions for obtaining copies of the Eclipse environment—which is an open-source software project and therefore free—are on an accompanied handout.