

Course Information

Instructors	Patrick Costello, Dawson Zhou
Email	cs106l@cs.stanford.edu . Please feel encouraged to send us emails! We are happy to answer any questions about what we've covered in class, or about C++ in general. We would also appreciate any feedback you may have.
Office Hours	We don't have any official office hours, but we will try to stay after every lecture to answer questions. In addition, we will have dedicated hours for assignment help, which will be determined once we release the assignments.
Lectures	Tuesday/Thursday from 4:15 pm - 5:05 pm, in 420-040
Units	1 unit satisfactory/no credit
Prerequisites	This class is designed to be taken concurrently with CS106B or CS106X. It is fine if you have already taken CS106B/X.
Website	The course website is cs106l.stanford.edu . The website contains all course announcements, lecture code, and course materials.
Readings	The course reader, written by Keith Schwarz, is available on the website and provides additional reading to complement the lectures. This reading is optional but highly recommended.
Exploring Further	Even after finishing CS106L, there is a lot to learn about C++. If you are interested in further exploring the language, check out the following: <i>The Design and Evolution of C++</i> by Bjarne Stroustrup. If you want a true understanding of C++, take it directly from its creator. This book explores the motivating factors behind the language's development, and provides profound insights into why C++ looks the way it does today. <i>Effective C++</i> , <i>Effective STL</i> , and <i>More Effective C++</i> by Scott Meyers. Heeding the advice in these books turns good programmers into great ones. Meyers covers common pitfalls you will inevitably encounter when coding in C++. Of the three books, <i>Effective C++</i> is the most up-to-date. Online references. Use them! C++ is a vast language, so make the most of online resources to save yourself from banging your head against a wall. One website we've found particularly useful is www.cplusplus.com .
Grading	There are no quizzes or exams. There will be three programming assignments requiring you to apply material covered in lecture. Two out of the three assignments must be completed satisfactorily to receive credit for the class.
Late Policy	On each assignment, you are allowed a 24-hour grace period past the deadline to

turn in your assignment. Any assignments submitted after the 24-hour period will not be accepted. If you have extenuating circumstances, please let us know and we'll be happy to work something out.

Honor Code

The only way to become a better programmer is to spend time writing actual programs. With that in mind, our honor code is fairly straightforward. Feel free to discuss the assignments with classmates, but the work you turn in must be your own. Don't copy other students' code, and do not share your code with other students.

Syllabus (tentative)	Tuesday	Thursday
Week 1 9/26 - 9/30	Welcome, Streams	Streams (continued)
Week 2 10/3 - 10/7	STL Sequence Containers Assignment 1 Out	STL Associative Containers
Week 3 10/10 - 10/14	Example: City Finder	Example: Machine Learning Assignment 1 Due
Week 4 10/17 - 10/21	STL Algorithms	STL Algorithms (continued), Example: Hearts Assignment 2 Out
Week 5 10/24 - 10/28	Template Functions	Boost Libraries/C++0x
Week 6 10/31 - 11/4	Class Design Example: Vector	Template Classes Example: Vector (continued)
Week 7 11/7 - 11/11	Using <i>const</i> Example: Vector (continued) Assignment 2 Due	Operator Overloading Example: Vector (continued) Assignment 3 Out
Week 8 11/14 - 11/18	Copy Functions Example: Vector (continued)	Copy Functions (continued) Example: Vector (continued)
11/21 - 11/25	No Class (Thanksgiving)	No Class (Thanksgiving)
Week 9 11/28 - 12/2	Resource Management Example: SharedPtr/Copy-On-Write	Functors
Week 10 12/5 - 12/9	TBD Assignment 3 Due	TBD