

# Course Overview

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**CS 1111**  
**Introduction to Programming**  
**Spring 2019**

# Goals

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- Train you the **skill of programming**
- Expose you to the **art of computer science**
- Become **better programmers**
  - Understand practical ways to design and develop software
  - Understand and be able to create reliable software
- Become **better problem solvers**
  - Understand and be able to approach software problem solving in logical, analytical ways
  - Recognize the application of computing
  - Write a program that will help you do your job quicker and easier

# How Do We Get There?

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- **Practice** procedural programming language concepts
  - Expressions, decision statements, simple data types, Boolean logic, input/output, loop, function, regular expression, file, ...
- Combine programming techniques to **solve** problems of varying degrees of difficulty
- **Refine** computer programs through testing and debugging to ensure proper operation
- **Understand** programming language documentation to learn new information needed to solve programming problems

# Logistics

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- **Class URL (CS1110/1111):** <http://cs1110.cs.virginia.edu/>
- **CS1111 schedule:** <http://www.cs.virginia.edu/~up3f/cs1111> or <https://storage.googleapis.com/cs1111/schedule.html>
- **Textbook:**
  - Primary text: *The Coder's Apprentice* by Pieter Spronck  
[Available] <http://www.spronck.net/pythonbook/>
  - Optional text: *Starting Out with Python* by Tony Gaddis  
[Available] bookstore
- **Course requirements:** some previous programming experience
- **Discussion board:**
  - Piazza: <https://piazza.com/virginia/spring2019/cs111xs19/home>
- **CS 1111 and CS 1110:**
  - Share website, course tools, schedule (slightly different), topics/materials, programming assignments, exams, TAs, office hours, discussion board, ...

# Learning Activities

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- **Programming assignments:** 1–4 per week, almost every week
  - 10% deduction for late submissions per day
  - Not accepted after 2 days past the due date
- **In-class exercises:** almost every meeting, lab-style work
- **Additional practice:** self-paced
- **Game project:** team of 2, “work as a team”
- **Exams:**
  - Test 1 (20-Feb-2019, 50 minutes, closed-book/note, in class)
  - Test 2 (3-Apr-2019, 50 minutes , closed-book/note, in class)
  - Final (4-May-2019, 7pm-10pm, closed-book/note, room assigned by the University)

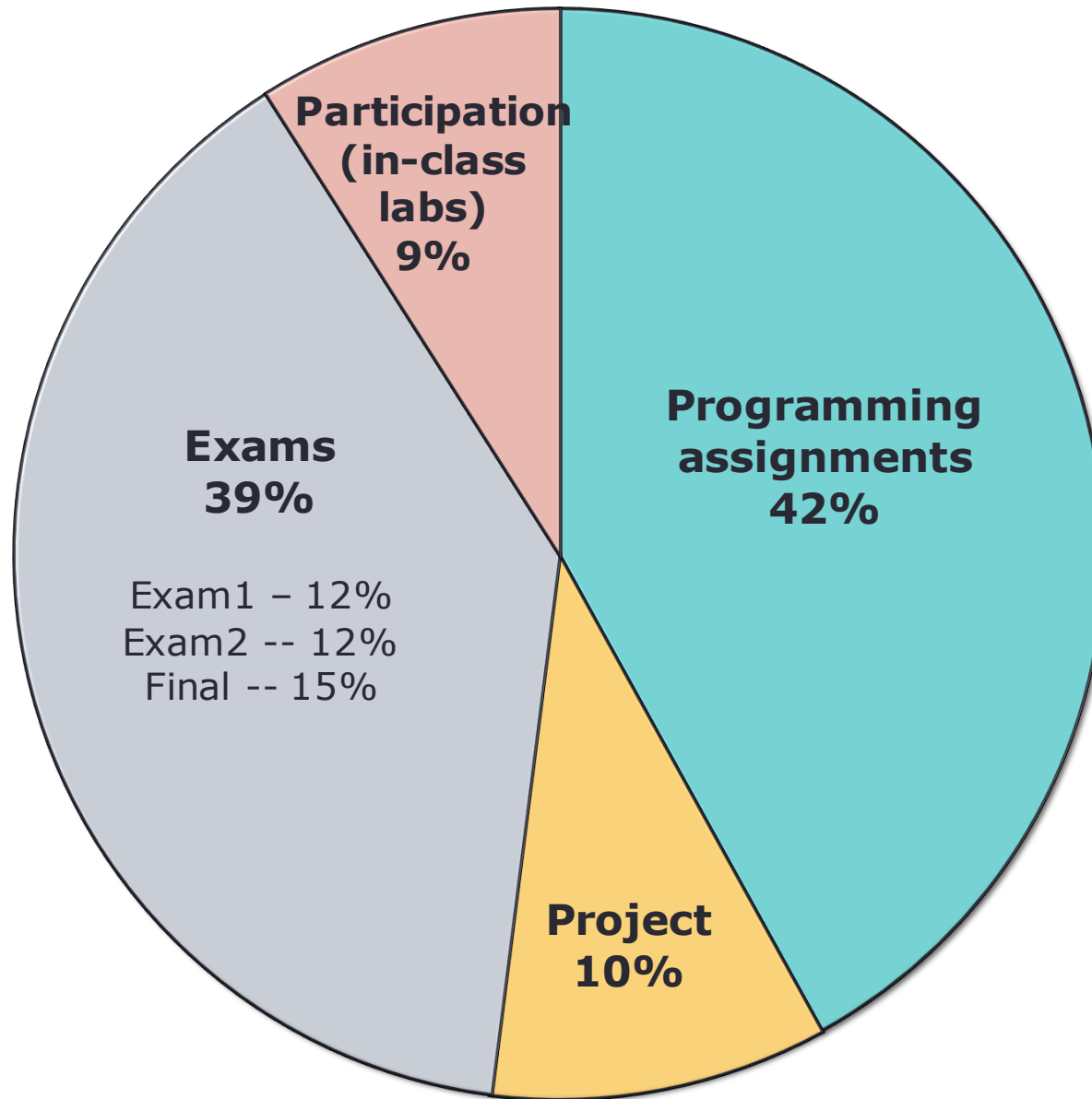
# Programming Assignments

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- Click the [assignments](#) link on the course website
- Log in using your NetBadge user/password
- Resubmit as many time as you want until the due date (**on time submission**) or until the late submission due date (**late submission**)
- **Late policy**: 25% penalty, not accept after 2 days past the deadline
- Receive feedback in 2 hours. If not, there may be problems in your code that possibly crash the grading system.
  - Modify, test, resubmit
  - If the previous solution is impossible, make a **private** post on Piazza with a title **CS1111 (PA submission): no feedback**, tag **all** instructors and your TAs. In your post, clearly state
    - Your name and computingID
    - Which PA you submitted
    - The time (approximately) you submitted it
    - Additional information we need to know

# Assessment

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# Grading Policy

Letter grade	if you score	GPA value
A+	near the top	4.0
A	$\geq 93\%$	4.0
A-	$\geq 90\%$	3.7
B+	$\geq 86\%$	3.3
B	$\geq 83\%$	3.0
B-	$\geq 80\%$	2.7
C+	$\geq 76\%$	2.3
C	$\geq 73\%$	2.0
C-	$\geq 70\%$	1.7
D+	$\geq 66\%$	1.3
D	$\geq 63\%$	1.0
D-	$\geq 60\%$	0.7
F	otherwise	0.0

**Rounding:** By default, grades will not be rounded in this course



# Office Hours

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- Faculty office hours:
  - Listed on the syllabus
  - You may visit any faculty office hours
- TA office hours:
  - To access, click the [OH](#) link on the course website
  - Log in using your NetBadge user/password
  - Specify where you are sitting
  - You must be present in Thornton A-Wing Stacks Lab
  - The TA will come to you
  - The OH tool will be live as soon as the TA office hours are settled

# Additional Information

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- Install Python, PyCharm, and PyGame
  - <http://cs1110.cs.virginia.edu/lab01-installing.html>
  - You may visit CS 1110 lab on Thursday 17-Jan-2019). This is the only CS 1110 lab that is open to CS 1111 students
- More information and policy, please refer to the course website <http://cs1110.cs.virginia.edu/>

# Entrance Exam

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- Entrance exam
  - 15 minutes
  - Close book/note
  - You will be notified by Wednesday 23-Jan if we think switching section to CS 1110 may help maximize your learning experience
  - You may leave when you are done