Responsibility

CS 1111
Introduction to Programming

Spring 2019

Responsibilities of Instructor

- Prepare useful and interesting knowledge for you

- Post materials on class website before class

- Come to class on time, prepared to teach

- Offer challenging but reasonable assignments and tests

- Grade fairly without bias

- Return graded work promptly with educational comments

- Goals:
  - Have interesting lectures
  - Make the class fun
  - Use technology appropriately

Responsibilities of Students

- Come to class on time

- If you miss a class, learn material on your own
    - Never miss the first meeting of any class!

- Listen to all instructions

- Turn in assignments on time

- Ask for help when you are confused

- Read the material

- If you disagree with my policies, disagree politely

- Goals:
    - Read before class
    - Learn enough to earn a good grade

Taking Notes

- The slides summarize the material

- The words I speak provide the details

- We learn a lot by transferring information

  - Through out ears

  - To our brains

  - To our pencils/pens

  - Onto paper

- Unless you have a perfect memory, I expect you to take notes on what we discuss

Electronic Communication Device

- Mobile phones, PDAs, beepers, laptops …

- Texting, Email, web surfing …

- These are all great tools – out of the classroom

- In the classroom, they
    - Distract the professor
    - Annoy your classmates
    - Interfere with your ability to learn

- Laptops can only be used to follow class material and during in-class exercises

- Other gadgets should be silent and put away

Read and Practice

- Books have knowledge
- Professors are simply guides

- Information: comes from lectures
- Knowledge: comes from books and assignments
- Wisdom: comes from experience

Read, Read, Read …

Practice, Practice, Practice …