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 …**