Responsibilities

CS 3250
Software Testing
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 learning environment **welcoming and 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!

• If you miss a class, find out what have been covered in 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 we discuss in class provide the details
• We learn a lot by transferring information

Through our ears

To our brains

To our pens/pencils

Onto paper

• Unless you have a perfect memory, I expect you to take notes on what we discuss
Electronic Communication Device

- Mobile phones, laptops ...
- Texting, Email, web surfing ...
- These are all great tools – out of the classroom

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

- Laptops can only be used to follow class material and during in-class exercises / activities
- Other gadgets should be silent and put away
Read and Practice

• Books have knowledge
• Instructors are simply guides

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

Read, Read, Read ...
Practice, Practice, Practice ...
“Do” and “Don’t”

Plagiarism: Taking someone else’s work or ideas and passing them off as one’s own

Quiz: Which of these constitute plagiarism?

1. Copying your classmate’s code, changing the variable names and reordering the structure of the code

2. Rewriting an answer from your friend’s homework who took the class last year (or semester)

3. Answering questions together and submitting with both names

4. Watching your classmate write a program/solution, then going home and writing your own program/solution from memory

5. Finding a solution on the Web, writing it down, and submitting it

6. Paying someone to write a program/solution for you to submit

7. Discussing possible questions before an exam (or quiz)