Course Expectations

CS 4640
Programming Languages
for Web Applications

Responsibilities of Instructor
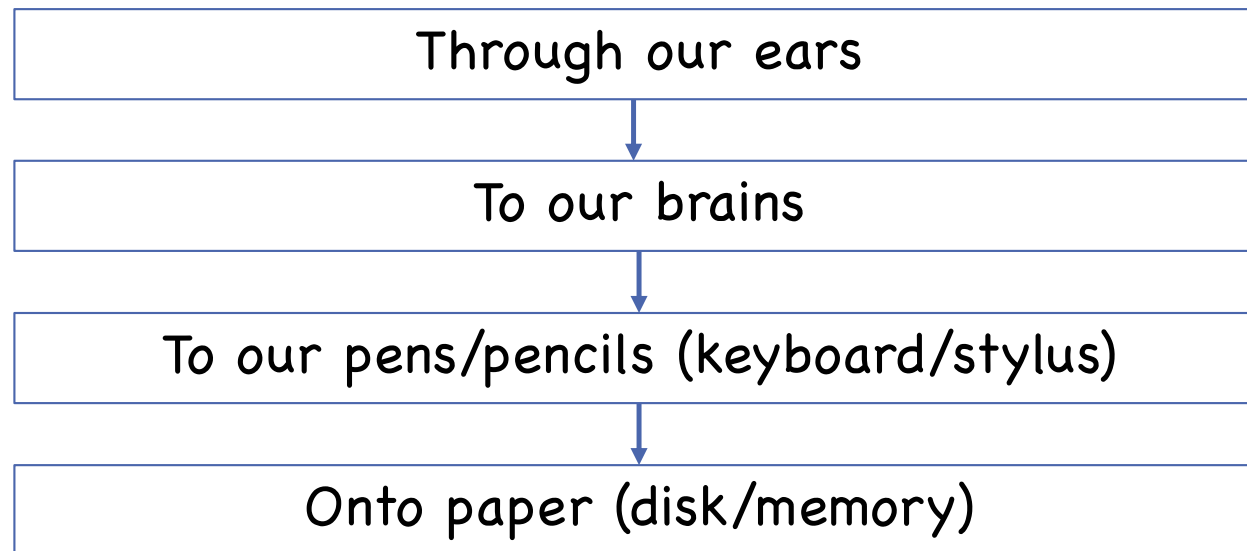
- Prepare useful and interesting knowledge for you

- 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 enjoyable and welcoming
  - Use technology appropriately

Responsibilities of Students

- Attend class regularly, 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

- Engage and participate

- Turn in POTDs and assignments on time

- Ask for help when you are confused

- Read the material and practice

- If you disagree with my policies, disagree politely

- **Goals:**
  - Read before class
  - Setup development and deployment environment before class
  - Learn and be proud of your achievements

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 (keyboard/stylus)

↓

Onto paper (disk/memory)

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

Reading and Practicing

- Books have knowledge

- Instructors are your guides

- Information: comes from lectures

- Knowledge: comes from books and assignments

- Skill: comes from hands-on activities, POTDs, and assignments

- Wisdom: comes from experience

Read, Read, Read …

Practice, Practice, Practice …

Code, Code, Code …

Please "Do Not" Plagiarize

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, or reordering the structure of the code

2. Rewriting an answer from your friend's homework who took the class last semester

3. Answering questions together and submitting them with both names

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

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

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

7. Discussing possible questions before an exam

8. Copying and pasting large sections of your homework from third party sources