Course Expectation

CS 4750 Database Systems

Responsibilities of Instructors

- 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:

- Support discussion & knowledge sharing of important concepts
- Make the learning environment welcoming & engaging
- Use technology appropriately

Responsibilities of Students

- Come to class on time
- If you miss a class, catch up on your own & ask for help if needed
 - Never miss the first meeting of any class!
- Engage and participate
- Turn in POTDs, assignments, project on time
- Ask for help when you are confused
- Read the material
- If you disagree with me, disagree politely

Goals:

- Read before class
- Learn and be proud of your achievements

Inclusive and Safe Space

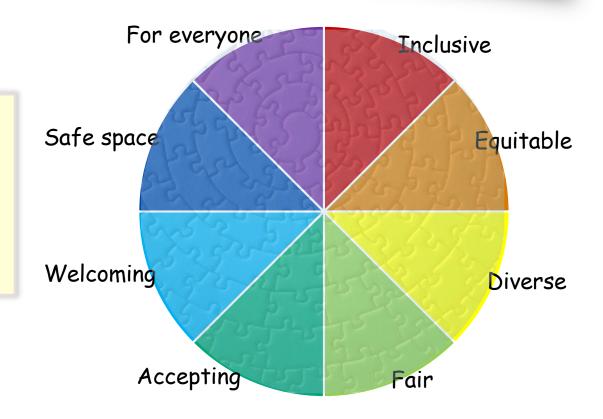
Learning environment = students + TAs + instructor

We all play a role in creating a safe learning environment

Everyone should feel comfortable & supported by fellow classmates, TAs, and instructor

There is **zero tolerance** for

- Racism or sexism
- Bullying or harassment
- Inappropriate behaviors of any kind

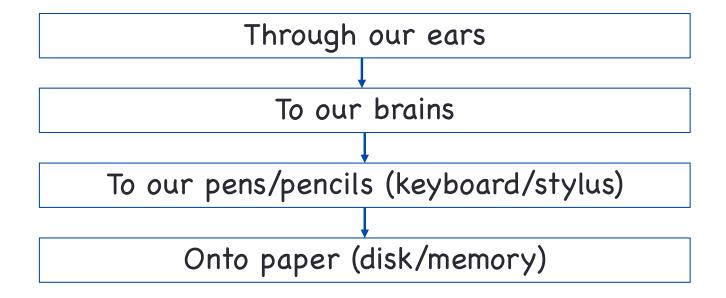


Taking Notes

The slides summarize the material

The words we discuss in class provide the details

We learn a lot by transferring information



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 and POTDs
- Wisdom: comes from experience

Read, Read, Read ...

Practice, Practice, Practice ...

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 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 Upsorn (or someone) to write a solution for you to submit
- 7. Discussing possible questions before an exam
- 8. Using Generative AI to develop a solution to submit