COMP1511 - Programming Fundamentals

- Convenor/Stream A Lecturer: Andrew Taylor
  andrewt@unsw.edu.au
- Stream B Lecturer: Marc Chee marcchee@cse.unsw.edu.au
- Tutors: too many to list - see class web page
- Class webpage: https://cgi.cse.unsw.edu.au/~cs1511/19T2/

All course information is placed on the course web site. COMP1511 does not use Moodle.

COMP1511 - Help

- course outline (linked to class webpage)
- lecture recordings (linked to class webpage)
- help sessions (listed on class webpage)
- talk to Andrew/Andrew/Marc immediately after a lecture
- talk to your tutor
- course forum (linked to class webpage)
- extraordinary matters make an appointment with Andrew Taylor (andrewt@unsw.edu.au)
- Engineering Student Support Service J17 104 for enrollment/course/academic issues
- CSE Help Desk for system problems http://www.cse.unsw.edu.au/~helpdesk/

About COMP1511

- introductory programming course
- no prerequisites
- assumes zero previous programming experience
- fundamental programming concepts
- solve problems with C programs
- problem solving - design, testing, debugging

Lectures

- Tuesday 09:00 - 11:00
- Thursday 11:00 - 13:00

700+ students requires three lecture streams.

- Stream A - Central Lecture Block 7
- Stream B - Mathews Theatre A

Feel free to ask questions, but otherwise quiet so others can hear. Streams will cover same content each lecture, but take slightly different approach. Recordings & slides from streams will be posted to class web page.
Web Stream

A web stream was accidentally created for COMP1511. Students in a web stream do not attend lectures. Many COMP course have a web stream but not COMP1511. Strongly recommend students in COMP1511 web stream attend lectures. Rearrange other enrollments/commitments if you can. Exceptions: not first year students or have C programming experience.

Lectures

Lectures will:
- present a brief overview of theory
- focus on practical demonstrations of coding
- demonstrate problem-solving (testing, debugging)

Lecture slides available on the web before lecture. Feel free to ask questions, but otherwise quiet please. Lectures recorded and linked to home page.

Tutorials

Tutorials aim to:
- clarify any problems with lecture material
- work through problems related to lecture topics
- give practice with design skills (think before coding)

Tutorials and labs start in week 1. Tutorial questions available on the web the week before. Tutorial answers available on the web after the week’s last tutorial. Use tutorials to discuss how solutions were reached.

Tutorials

Attempt the problems yourself beforehand. Your tutor may ask for your attempt to start a discussion. Do not keep quiet in tutorials ... talk, discuss, ... Don’t let you tutor go too fast (interact!) Extra tute questions each week for revision.
Lab Classes

Each tutorial is followed by a two-hour lab class.
- Lab exercises mostly small coding tasks.
- Lab exercises build skills needed for assignments & exam.
- Lab exercises done in pairs.
- Tutors will form pairs and reorganize them every 4 weeks.
- Both members of pair must submit with give.
- Lab exercises are automarked (with partial marks).
- 13% of final mark.
- Labs often include individual challenge exercises.
- Challenge exercises may be silly, confusing, or impossibly difficult.
- Full marks possible without completing any challenge exercises.

Weekly Programming Tests

- Programming tests weeks 3-10.
- Immediate reality-check on your progress.
- Done in your own time under self-enforced exam conditions.
- Time limit of 1 hour.
- Automarked (with partial marks).
- Contribute 7% of final mark.
- Best 7 of 8 tests used to calculate the 7.
- Any violation of the test conditions, zero for whole component.

Assignments

Assignments give you experience with larger programming problems than the lab exercises.
Assignments will be carried out individually.
They always take longer than you expect.
Don’t leave them to the last minute.
There are late penalties applied to maximum assignment marks, typically 2%/hour.

Code of Conduct

COMP1511 will offer inclusive learning environment for all students.
In anything connected to COMP1511 including social media, these things are student misconduct and will not be tolerated.
- Racist/sexist/offensive language or images.
- Sexually inappropriate behaviour.
- Bullying, harassing, or aggressive behaviour.
- Invasion of privacy.

Show respect to your fellow students and the course staff.
Plagiarism

What is plagiarism?
Presenting the (thoughts or) work of another as your own.
Cheating of any kind constitutes academic misconduct and carries a range of penalties. Please read course intro for details.

Examples of inappropriate conduct:
• groupwork on individual assignments (discussion OK)
• allowing another student to copy your work
• getting your hacker cousin to code for you
• purchasing a solution to the assignment

Remember
You are only cheating yourself and chances are you will get caught!

Plagiarism

Labs must be entirely the work of your pair.
Assignments must be entirely your own work.
You can not work on assignment as a pair (or group).
Plagiarism will be checked for and penalized.
Plagiarism may result in suspension from UNSW.
Scholarship students may lose scholarship.
International students may lose visa.
Supplying your work to any another person may result in loss of all your marks for the lab/assignment.

Exam

Held in the CSE Labs (must know lab environment)
Format:
• on-line documentation
• mostly we give you tasks
• you write C program to solve them
• also may ask you to read C code or other written question

How to pass the Exams

• do the lab exercises
• do the assignments yourself
• practise programming outside classes
• treat extra tutorial questions like a mini prac exam
Assessment

- 13% Labs
- 7% Weekly Programming Tests
- 13% Assignment 1 - due week 7
- 13% Assignment 2 - due week 10
- 54% Final Exam

Any of the above marks may be scaled to ensure an appropriate distribution, and to ensure consistency across exam sessions. Typically scaling is not required.

Hurdle Requirements

To pass the course, you must do all of these:
- score 50/100 overall
- solve problem using arrays in final exam
- solve problem using linked-lists in final exam

Supplementary Assessment

Students will be offered a supplementary exam if they miss the original exam due to (documented) illness or misadventure. Also automatic supp if your mark is 40-49 and you attended 8+ labs, did 6+ programming tests and attempted all assignments. Also automatic supp if your mark is 50+ but you fail the hurdle. Supplementary exam period is 27/05 - 01/06

Course Text

Optional Course text

Programming, Problem Solving, and Abstraction with C
Alistair Moffat, Pearson Educational, Australia, 2012, ISBN 1486010970

- good textbook - recommended if you want a text
- not required
UNSW students are automatically given a zmail address. It looks like:
z1234567@@unsw.edu.au or
d.ritchie@unsw.edu.au
You must read it, important information is sent to it.
If you redirect your zmail address, e.g. to dmr@gmail.com - test the forwarding!
You should already have received a welcome COMP1511 e-mail

Successful COMP1511 students:
- prepare for tutorials and participate
- work on lab exercises before and after labs
- start assignments early
- do assignments and labs themselves
- practice - code, code, code
- don’t panic - think, persevere