COMP1511/DPST1091/CPTG1391 - Programming Fundamentals

- Lecturer: Pantea Aria P.Aria@unswcollege.edu.au
- Class webpage: https://cgi.cse.unsw.edu.au/~dp1091/24T3/

All course information is placed on the course web site.
We use moodle for accessing lecture recordings.

- course outline (linked to class webpage)
- lecture recordings (linked to class webpage)
- consultations (listed on timetable)
- talk to Pantea immediately after a lecture
- talk to your lab/tutorial assistants
- course team channel

About COMP1511/DPST1091/CPTG1391

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

Lectures

- Mon 2:00pm 4:00pm Pantea Rex Vowels Theatre (K-F17-LG3)
- Thr 11:00am 12:00pm Pantea Rex Vowels Theatre (K-F17-LG3)
- Fri 3:00pm 4:00pm Pantea K-E19-104 Lecture Theatre

Feel free to ask questions.

Recordings will be available on moodle under Lecture Recordings link.

Slides and code examples will be posted to class web page.

Lectures

Lectures will:

- present a brief overview of theory
- focus on practical demonstrations of coding
- demonstrate problem-solving (testing, debugging)
- Face to Face mode

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 usually available on the Sunday before the week.

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
Do *not* keep quiet in tutorials ... talk, discuss, ...
Don't let you us go too fast (interact!)
Extra tute questions each week for revision.

Lab Classes

In each week there is a 2 hour Lab A class and 1 hour Lab B.

- Lab exercises mostly small coding tasks.
- Lab exercise build skills need for assignments & exam.
- automarked (with partial marks)
- 15% 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

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.

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, harrassing 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

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 your own work.

Assignments must be entirely your own work.

You can not work on assignment as a pair (or group).

You can not use any AI tools.

Plagiarism will be checked for and *penalised*.

Supplying your work to any another person may result in loss of all your marks for the lab/assignment.

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

- 15% Labs
- 20% Assignment 1 - due week 7 Friday 8pm
- 25% Assignment 2 - due week 12 Friday 8pm
- 40% 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
- Pass Tutorial Performance Hurdle
- achieve at least 40/100 in the final exam

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

Teams

Throughout this course we will be sending you updates with important information via Teams or emails.
You should already have received a welcome message on Teams.
If you did not receive it, please let us know.

How to succeed in COMP1511/DPST1091/CPTG1391

Successful COMP1511/DPST1091/CPTG1391 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