

BRONX COMMUNITY COLLEGE
of the City University of New York
DEPARTMENT OF MATHEMATICS AND COMPUTER SCIENCE

CSI 33 Section E01
Fall 2017

Handout 0
August 28, 2017

Class Information

Meetings

Place: CPH-320

Time: M, W 6:00 PM-7:50 PM

Instructor

Professor George Leibman

Office: CPH-312

Hours: M 1:00 PM - 2:00 PM, T 3:00 PM - 4:00 PM (Other times by appointment)

Phone: (718)289-5414 (x5414 on campus)

Email: gleibman@acedsl.com

Text

Data Structures and Algorithms Using Python and C++

David M. Reed and John Zelle

Other resources

Reference text: Introduction to Algorithms, Cormen, Leiserson and Rivest, M.I.T. Press
MIT OpenCourseWare, 6.006 Introduction to Algorithms

Grades

The work in this class will consist of:

1. Seven programming projects. These will be of increasing difficulty, and will be due by specific dates, so late projects will be penalized when graded. They must be submitted to me by email (see email address above) before the project's deadline. Submitted projects will be graded as described in the course syllabus. Each student's two lowest project scores will be dropped for grading purposes.
Projects will comprise 50% of your final grade. Much of the grade of a project will be determined by the quality of the writing.
2. A midterm exam with short-answer type questions, longer questions to explain concepts, as well as problems requiring some Python code. The exam will be open-book, so the book itself and any notes from class can be used. There will be no conversation between students, however. (20% of the final grade)
3. A final exam with a format similar to the midterm exam. (25% of the final grade)

4. The assigned homework exercises from the textbook, which must be written and handed in. Even though many answers can be found in the book, the most credit will be given to those students who actually understand the questions, think about their answers, and can write them in clear style. Handouts will also have problems to be worked out and handed in. (These problems and exercises will only count as 5% of your grade; nonetheless, they are mandatory. Failure to hand in the homework assignments will lead to a grade of incomplete.)
5. In addition, a final grade adjustment will be made reflecting classroom participation.

Ground Rules for Homework

1. Each student must have a flash memory drive on which to do all projects. This drive must be brought to each meeting of CSI33.
2. On this drive each student must keep any additional materials for this CSI33 class, as well as materials for installing a C++ compiler on his or her own computer.
3. On this drive you will keep projects we will do together in class, in the directories `\Workspace\Python` and `\Workspace\C++`.
4. If possible, a C++ compiler should be installed on the student's own computer which can be used away from the computer labs at BCC.
5. As each section of the textbook is covered in class, the suggested exercises from the syllabus are automatically due one week from that day. They will be emailed to me at the email address given above. Projects themselves will also have due dates, and should be emailed to me by midnight of the due date.
6. In programming projects, as well as shorter programming exercises, documentation is required in each program: for example, preconditions and postconditions for class methods; the purpose of a class should be given as a comment, ahead of its actual Python definition or C++ declaration.
7. A standard format is required for both the homework and projects. For the homework, the first line of the first page should be a comment giving your name. The next line will give the chapter and section the homework is from. The third line will give the date that the homework has been turned in. Programming projects will include program files in either C++ or Python. Each file should have the project number and title as a comment on the first line, your name as a comment on the second line, and the date the program is delivered as a comment on the third line.
8. In studying and doing homework, you are encouraged to work together to help each other understand programming concepts. But any copying of actual computer code from someone or somewhere else, and then claiming it is your own work, is cheating and in violation of BCC's academic integrity standards. A grade of zero will be given for homeworks or programming projects that duplicate each other. To avoid plagiarism, material that is not your own must be acknowledged by citing its source. The BCC Writing Center is available for guidance on standards for academic writing. (The submitted files will be compared using software to detect any copying of programs.)
9. At our first meeting, each student must provide me with his or her email address, so that I can send, for example, materials needed to install a compiler for C++. Email addresses will improve communication.