

CSE 114 Intro to OOP

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Term: Spring 2024

Instructor: Tony Mione

Feb 26, 2024

Meetings:

- Lecture: Mon/Wed 2:00-3:20 PM
- Lab: Tue/Thur 2:00-3:20 PM

Instructor Info

Instructor: Tony Mione

Office: B425

Email: antonino.mione@sunykorea.ac.kr

Phone: 032-262-1226 (use email first)

Office hours:

Mon: 10:30AM-12 Noon

Tue: 1:00-2:00 PM

Wed : 10:30AM-12 Noon, 1:00-2:00PM

Thur: 1:00-2:00PM

(or by appointment) [B425]

Announcements – Spring 2024

- Course web:
 - Brightspace:
 - Lecture: <https://mycourses.stonybrook.edu/d2l/home/1135525>
 - Lab: <https://mycourses.stonybrook.edu/d2l/home/1135536>

Survey form: See [Lecture 1](#)

- Today: overview of the course
- Reading assignment for this week: Chapter 1 of Downey
- Bring your laptop to class and lab
- Take a break around 2:45 PM

Still Deciding?

- Prerequisites: the Bulletin says:
 - **Prerequisites:** Level 5 or higher on the math placement exam
 - **Advisory Prerequisite:** CSE101
- Known as "CS I" – Introduction to Object Oriented Programming
- For non-CS majors, this course or CSE 101 is an excellent way to get an introduction to what computer science is about and learn how to program.
- For CS majors, this course is a launching point into the CS major

Goals

- Get an introduction to computer science
- Learn how to solve a problem by:
 - defining the problem
 - developing a solution (develop an algorithm)
 - implementing the solution by writing a computer program in Java
 - testing and fixing the programming solution
- Learn to program in Java
- Provide a healthy mix of the practice and theory

Course Requirements

- Programming assignments – about one per week
- Three midterm exams
- Class participation – mandatory – Attend all classes!
- Labs – two per week and mandatory
- Comprehensive final exam

Textbooks

- *Think Java: How to Think Like a Computer Scientist* (Java Version 6.6.0), Downey and Mayfield, 2017 (Required)
- *Introduction to Java Programming, Brief Version*, 10th Ed. by Y. Daniel Liang, 2015 (Recommended Reference)
- As needed, I will post links to other references

Homework

- There will be about one programming assignment per week
 - Homework assignments will be posted on the course web site
 - You will turn in homework on [Brightspace](#)
- Take the homework assignments **seriously!**
 - Designed to challenge you in **applying** what you've learned so far
 - Start early! Experience has shown that programming projects almost always take longer than expected
 - Read "How To Approach This Class" in the syllabus for detailed suggestions

Late Assignment Policy

- Late assignments are generally *not* accepted
- Any part of an assignment that's late means the entire assignment is late
- If you have an emergency situation, email me before the due date and we'll work something out

- → Important: If I grant a short extension, the assignment must be turned in by the agreed on time/date. ***Under NO circumstances will an assignment be graded if grades and feedback have been posted to other students.***

Labs

- There will be weekly lab problems that you must complete
- Two lab sessions:
 - T, Th: 2:00pm-3:20pm
 - **Attend both!**

Help by TAs

- Help by TAs is available almost every day each week
 - Schedule is forthcoming (will be posted on course web)
 - Office hours are held in “[CS Commons](#)” (next to CSD office, B419).
 - Come with specific questions and/or code with which you need help
 - TAs strive to spend time with everyone who comes to help sessions so be courteous and share the TA’s attention

Tutoring Center

- In addition to help sessions by TAs in CS Commons
- You can get extra help through the Tutoring Center
- Tutoring Center provides help for
 - CS
 - Math
 - Physics
- Contact the Tutoring Center **as soon as** you realize you need extra help

Grading – IMPORTANT – Different from most classes

- Homework:
 - Problem sets: 45%
 - Labs: 5% [Most labs not graded –This applies to 3-4 ‘pop’ labs where I ask work be turned in]
- Midterm exams: 30%
- Class participation: 5%
- Final exam: 15%

- Makeup exams will only be given for verified, officially sanctioned university activities
- Makeup exams may be oral

- Your exam and problem set averages must each be at least 60% to earn at least a C in the course. [More on next slide]

Grading – IMPORTANT

- Grading policy

- 1. The grade thresholds are lower than most classes (60% can earn a C).
- 2. However, your average assignment scores and the average of your exam scores are looked at separately.
- 3. If one of them drops below 60%, you will receive a C- or less regardless of overall percentage grade
- 4. Some examples follow:

Avg of all homework	Average of the 4 exams	Overall average	Final Grade
70%	61%	65%	C+
90%	40%	65%	C-
30%	90%	60%	C-

Cooperation vs Cheating

- Cooperation (talking over problems) is a good way to learn and is encouraged
- Do not copy code. Do not let others look at or copy your code.
- Copying is not allowed on homework or exams no matter the source (written, online, or verbal)
- When you submit your homework or tests, you are pledging that the work is your own and you have not copied it. You are also pledging that you have not allowed others to copy yours.
- ***DO NOT COPY! (Software tools catch it easily)***

Academic Integrity

- Your work will be checked manually and automatically using software tools that very quickly and effectively identify similar source code. The tool compares every single homework submission against every other one.
- When you submit an assignment, you are claiming this is your own work! To do otherwise like:
 - copy code from a web site [**For instance: Chegg!**]
 - duplicate a classmate's assignment
 - duplicate a classmate's assignment with minor changes (like variable names or minor reordering of code)
 - Have an AI write your code [**For instance: ChatGPT**]
 - duplicate a similar assignment from a student in a previous semester
It is considered → **CHEATING** ←
- Such a submission is Fraud and will be turned into the academic integrity committee
- Last semester, instances were reported from several classes including 101, 114, and others.

Academic Integrity

- If you cheat, you will be brought up on academic dishonesty charges before the College of Engineering and Applied Sciences. As an instructor, **I am required by SUNY** to submit any evidence of suspected cheating to the administration!
- ***If I suspect cheating and turn it in: Once this is done, it is out of my hands (I cannot withdraw the report). All further interaction is with administration.***
- If you are found guilty, the penalties can be severe and may include:
 - loss of scholarship support, and/or
 - ineligibility to graduate with honors, and/or
 - expulsion from the University
- The morals
 - start assignments early
 - ask for help if you are stuck!
 - If you are not sure of what might constitute academic dishonesty, **please ask me!**

Exam Guidelines

Exams are closed book. You are allowed 1 sheet of notes A4 or Letter size, both sides handwritten.

Exams are timed

- 80 minutes for midterms
- 2.5 hours for final

When time is up and you are asked to put pens down, you must stop writing!

- Bring your exam to the front immediately. I will give you a couple minutes to hand your exam to me or a protctor.
- If I leave the room without your exam, it will not be graded and you will receive a zero. -> ***No exceptions to this rule!***

Exams are serious. If you are caught cheating, you will receive a zero on the exam and I will recommend to administration that I simply fail you for the course.

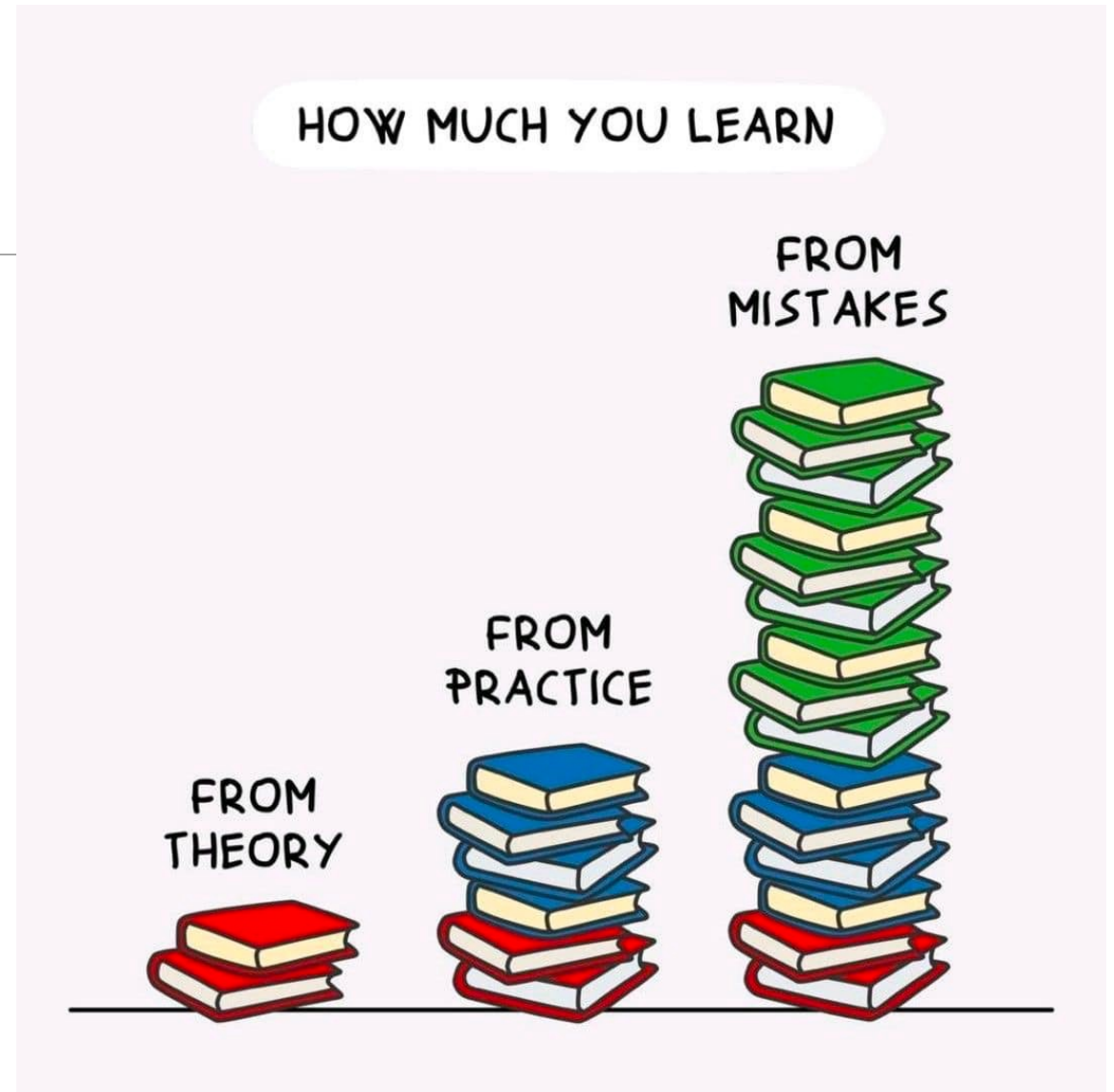
Exam Dates

- See the syllabus for the exact dates
- Midterm exam dates are **tentative**
 - Exam I: 3/21/2024
 - Exam II: 4/25/2024
 - Exam III: 5/23/2024
- Final exam date is **fixed**
 - TBD - 12:30-3:00 PM

How to Succeed in this Class

- Attend every class (lecture and lab)!
 - Not all information is in my lecture notes or in the book
 - I draw a lot on the board (for in-person classes)
 - In-class practice assignments/problem solving make a difference
- Take the homework and lab assignments seriously
 - Start early. Homework will take longer than you think
- Write code – Lots of it
 - After completing an assignment, find other tasks to solve with Java code – For Fun! The more you code, the more your skills will build!
- Do the reading assignments and review the lecture notes and try out example code
 - Learning to code involves learning to read other people's code
- Be on time to class
 - Announcements and hints to homework are given at the start of class
- Ask questions right away if confused. Ask in class, ask a TA, or come to our office hours. Don't stay confused and don't get behind!

An Illustration



Demo

- Hello world

To do before next class

- Fill out the Survey form under assignments and upload it.
- Read the course syllabus
- Look at the course web site on Brightspace
- Start reading Chapter 1 of Downey

3 pieces of advice as we begin

- Attend every class! Be on time!
- Don't get behind!
- *** As soon as you think you are getting behind, seek help!!!