Course Mechanics
Outline

1 Website
2 Goal
3 Prerequisites
4 Instructor
5 Sessions
6 Text
7 Grading
8 Software
9 Policies
10 Qualities for Success
11 Immediate Action Items
Website

https://www.swamiiyer.net/cs210/

What's on the Site?

- Announcements (landing page)
- Course Info
- Calendar
- Lecture Material
- Assignments
- Resources
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Goal

Survey the most important algorithms and data structures that are in use today.
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Prerequisites

CS110 (Introduction to Computing) with a grade of C- or better

or

Permission of the instructor
Prerequisites

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Permission of the instructor
Instructor

Name: Swami Iyer

Contact Information:
• Office: M-3-201-14
• Email: siyer@cs.umb.edu

Office Hours:
• Tue Thu 9:30 AM – 10:30 AM and 2:30 PM – 3:30 PM (in-person)
• Wed 10:00 AM – 12:00 PM (remote)
Name: Swami Iyer
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<tr>
<th>Sessions</th>
<th>Class</th>
<th>Section</th>
<th>When</th>
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<td>Tue Thu</td>
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Supplemental Instruction (SI): details to be determined

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Grading

Assessment % of Final Grade

Exercises (best 5 out of 6) 5

Projects (best 5 out of 6) 20

Exams (1 and 2) 70

Attendance 5

Exercises and Projects: relatively straightforward and challenging computational problems

Exam: written and programming

Attendance: class (3%) and discussions (2%)

If both exam scores ≥ 80%, the higher score will be the exam average

Up to 3% extra points for attending and participating in SI sessions

Up to 0.01x% extra points if x% of the class completes the end-of-semester course evaluation

If overall score is within 0.5% of a higher grade, it will be elevated to that grade
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Software

- iClicker
- Piazza
- Gradescope
- Programming environment (virtual or native)
- Zoom
Software

iClicker
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Policies

Classroom

Discuss concepts with

Acknowledge collaboration with

Expose your code/work to

View code/work of

Copy code/work from

Collaboration
Course Staff CS210 Grads Classmates Others

Accommodations for students with disabilities
Classroom
Policies

Classroom

Piazza
## Policies

### Classroom

### Piazza

### Collaboration

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Accommodations for students with disabilities
Qualities for Success

Qualities needed to succeed in this course and as a programmer in general:

- Curiosity
- Resourcefulness
- Persistence
- Excitement
- Patience
- Concentration
- Independence
- Focus
- Creativity
- Meticulousness

† Taken from the 10 Signs You Will Suck at Programming by Jonathan Bluks
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- Sign up for CS account
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- Fill out the questionnaire available on Gradescope
- Complete the SI poll
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