

# Syllabus

CS 2110, FA22

# A learning community

A shared goal

Neither a contest nor a race

An active, social pursuit

Please help maintain a safe, respectful, & focused environment for everyone to learn in

- Be kind, show patience
- Participate in discussions, refrain from distractions
- Be mindful of personal & public health

If you want to learn, **you belong here**; so if peers or staff make you feel unwelcome, let us know

# Who are you?

Enrollment is full at 700 students—largest class ever!

Year	Count
Freshmen	177
Sophomores	338
Juniors	87
Seniors	37
Professional	40
Graduate	21

2 instructors,  
21 TAs,  
27+ consultants  
on course staff

School	Count
Engineering	296
Arts & Sciences	216
CALS	82
Business	20
AAP	12
Human Ecology	8
ILR	5
Professional	40
Graduate school	21

# Participation policies

Participating in this community means **coming to class** and **engaging in discussions**

We want to reward engagement without creating perverse incentives



## Lecture

- Credit for responding to iClicker questions
  - iClicker remotes are required
- Respond to at least  $\frac{3}{4}$  of questions for full credit
  - No penalty for handful of absences

## Discussion

- Credit for submitting work on group activity
  - Group submission required
- Submit at least  $\frac{3}{4}$  of activities for full credit
  - No penalty for handful of absences

# Class cadence

- Weekly Canvas quizzes (10%)
  - Best of 2 timed attempts
  - No late submissions; lowest quiz dropped
  - Covers lectures, discussions, and readings
- Lectures Tue & Thurs (2.5%)
  - Skim notes before lecture, read notes thoroughly after
  - iClicker questions
- Discussions Tue/Wed (2%)
  - Cooperative activities (bring paper as well as laptop)
- Programming assignments (35%)
  - 7 projects (~biweekly)
  - First few are solo, later ones allow partners
  - Accepted late with penalty, delayed return
- Exams (50%)
  - Prelim 1: Sep 20
  - Prelim 2: Nov 15
  - Final: TBD

# Class cadence

- Monday

- Make sure quiz is submitted
- Skim upcoming lecture notes

- Tuesday

- Attend lecture
- Read lecture notes carefully and experiment in IDEA
- Complete discussion activity

- Wednesday

- Skim upcoming lecture notes

- Thursday

- Attend lecture
- Read lecture notes carefully and experiment in IDEA
- Start quiz

- Friday

- Make sure discussion activity is submitted

- (Regularly)

- Work on programming assignments

# Course websites

- **Course homepage**
  - Syllabus, lecture notes, OHs
- **CMSX**
  - Form groups
  - Submit discussion activities
  - Submit assignments
  - View grades
- **Canvas**
  - Weekly quizzes
  - Register iClickers
- **Ed Discussion**
  - Discussion forum
  - Course announcements
- **QueueMeIn**
  - Manage consulting queue
- **Gradescope**
  - View graded exams

# Getting help

- Office hours
  - Offered by TAs (Rhodes 405) and instructors (Gates) at various times
  - Small group setting; best for conceptual help
- Consulting hours
  - Sun-Thurs, 4-9pm, Rhodes 405, [QueueMeIn](#)
  - One-on-one; best for diagnosing individual issues
  - Not for "walking through" assignment implementations; limited to 10-15 min
- Ed Discussion
  - Online forum – ask *and answer* questions
  - Best for clarifying concepts & assignments, general troubleshooting, curiosity
  - Prefer public posts; reserve private for when you need to include assignment code



# Study resources & community

- Academic Excellence Workshop: ENGRG 1011
- Learning Strategies Center: [lsc.cornell.edu](https://lsc.cornell.edu)
  - **Partner matching service** (register *early* for best results)
- CIS partner-finding social (Sept 6)
- Student organizations
  - **WICC**: Women in Computing at Cornell
  - **URMC**: Underrepresented Minorities in Computing
  - **ACSU**: Association of Computer Science Undergraduates

# CS/ENGRD 2110 or CS/ENGRD 2112?

- 2112 is an *honors* version of 2110
  - more credits (4 vs 3)
  - aimed at CS majors
- much smaller class size (<100 vs. ~600)
- satisfies same requirements: mostly same material, some extra content
- more difficult and longer assignments, with more programming and building code from scratch
- big final project spanning 3 assignments and a final tournament.
- good fit for people who have done “a lot” of Java programming?
- May switch between 2110 & 2112 within first 3 weeks

# Academic integrity

Cornell has a code of integrity, and everyone here has agreed to abide by it

Some examples of it applied to this course:

- All submitted work must be your own
  - You are responsible for knowing the purpose of every code statement
- All sources of assistance (including websites) must be cited
  - Excludes course staff, materials, & references
- No assistance during quizzes, exams; do not discuss until after deadline
- You are encouraged to assist one another (e.g. while waiting for consulting) at a high level, but do not compare code
  - Assist diagnostically (test cases) rather than constructively (solution code)

# Accommodations

Student Disability Services (SDS) can approve accommodations to mitigate the academic impact of some conditions

- Extra exam time, alternate exam room handled automatically
- Attendance handled by default policy
- If accommodations require special action by instructors, please meet with us to clarify details

Your college advising office may be able to help with unexpected situations

# Resources

- Lecture notes (read them! this is our “textbook”)
  - Linear presentation of concepts
- [JavaHyperText](#)
  - Brief tutorials on individual topics
- [Java SE API docs](#) (these are your friend)
  - Documentation for standard classes and their methods
- [The Java Tutorials](#) (how Dr. Muhlberger learned Java)
- Optional textbook: *Data Structures and Abstractions with Java*

# Demo!



# McDiver in the sewers

- Character navigates a maze
  - How to represent mazes?
  - How to generate mazes?
  - How to navigate a maze efficiently?
- Program is graphical
  - How to respond to interactive events?
- Character seeks treasure, but has limited time
  - How to maximize reward within constraints?