

=====

## Course Administration

"Flipping" the course this semester; using the whole-class meeting times for unscripted Q&A over Zoom.

OW similar to past years.

### NAVIGATION:

All course materials will be online; no handouts.

Combination of open web, Blackboard, Panopto (video), and Piazza (Q&A).

The course home page is

<http://www.cs.rochester.edu/courses/254/fall2020/>

Log in and browse. Pay particular attention to the course description, schedule, policies, and grading standards.

Log into Blackboard and Piazza as well (links are on the course home page).

The TAs and I will post announcements to Blackboard. Everyone should check both the announcements and the Piazza discussion board every day.

Lecture notes are available on the web site.

The hub of the course is the schedule page:

<http://www.cs.rochester.edu/u/scott/courses/254/schedule.shtml>

It will guide you through all requirements.

<< visit >>

PREREQUISITES: CSC 173 and 252, or equivalent.

If you have not had 252 (it's a new pre-req), you can get by, but read chapter 5 (on the web) on your own.

Most of the students in the class are undergrads, but about 10% are grad students, who take it as 454 instead of 254. Grad students will be expected to do some extra work, and will be graded on a separate curve.

The text for the course is Programming\_Language\_Pragmatics, 4th edition. Previous editions will not suffice. So-called "supplemental" sections (some of which I'll be assigning) are available online at Elsevier's web site (again, with a link from the course home page).

### FULL CLASS ZOOM MEETINGS:

These will be held in the scheduled "lecture" time slot.  
Monday and Wednesday, 10:25-11:40 US Eastern time.

To make this new online version of class work, WE NEED PIAZZA QUESTIONS.

Before each whole-class meeting, you must

- read the assigned sections of the textbook
- watch the pre-recorded lecture segments
- participate on Piazza
  - ask questions
  - improve questions
  - upvote questions

### WORKSHOPS:

Required for 254; recommended for 454. UG TAs the leaders.

Ignore what you signed up for at registration; we'll assign based on time and online/in-person preferences; see form on Blackboard.

### PROGRAMMING PROJECTS:

6 planned:

- (1) familiarization assignment (combinatorial search) in several different languages.
- (2) syntax error recovery (recursive descent review)
- (3) simple translation (tree traversal, OCaml)
- (4) cross indexer (scoping, scripting)
- (5) storage management (tombstones)
- (6) concurrency (probably in Java)

These will be similar BUT NOT THE SAME as assignments I've used in the past.

Expect to work hard.

Comparable amount of code to 173 but MUCH more difficult.

About two weeks per project NEEDED.

Each project will begin with a pre-assignment ("trivia") whose goal is to force you to \*look\* at things early.

Disproportionate share of final course grade (~10%)

### COMPUTING RESOURCES:

Everyone (including grad students) will need a CSUG acct. CS majors should have one already. If you don't, contact one of the grad TAs.

The Wegmans Hall majors lab and Hylan hall minors lab are likely to be closed all fall. Use the csug cycle servers (cycle1, cycle2, cycle3). Labstaff is looking into making the lab machines available for remote access as well.

### QUIZZES and EXAMS:

Quiz on Blackboard once per unit (~13 times this semester)

based on the textbook and pre-recorded lectures

Midterm and cumulative final exams (relatively low stakes)

### GRADING (tentative):

Programming projects

10% "trivia" pre-assignments

36% main projects

Exams

12% midterm

12% final

Keeping up

10% weekly quizzes

10% workshop participation

10% Q&A contributions

NO LATE ASSIGNMENTS OF ANY KIND WILL BE ACCEPTED.  
EXCEPTIONS ONLY UNDER THE MOST DIRE OF CIRCUMSTANCES.  
TURN IN WHAT YOU HAVE; I'M GENEROUS WITH PARTIAL CREDIT.

### COLLABORATION AND ACADEMIC HONESTY:

Exams are individual effort only.

On-line but time-limited, and closed book.

Quizzes are also individual effort, but open book.

COLLABORATION ON IDEAS is encouraged, but you have to work through everything yourself. You can explore anything you want with a friend or explore whatever you want on a whiteboard, THEN ERASE IT

NO NOTES -- just memories

COLLABORATION ON ARTIFACTS (copying) is EXPRESSLY FORBIDDEN, unless you

- have permission
- clearly indicate in your README file which parts were copied and from whom
- don't expect points for the copied parts (but may get the satisfaction of being able to see the whole thing work)

Encouraged to help others: won't hurt your grade.

Everybody gets an A if they deserve it.

\*\*\* SEE FULL DETAILS ON ACADEMIC HONESTY ON THE WEB PAGE \*\*\*

Apparent violations will be referred to the Honesty Board.

(I tend to get several a year; don't be one of them.)

### GETTING HELP

This is a hard course. Don't wait to seek help.

- read the book and watch the lectures

- attend the Q&A sessions and workshops

- talk to fellow students

- go to TA office hours or send them mail

- make an appointment to talk to me

- check out the CSUG and CCAS tutoring services

### FIRST ASSIGNMENT (for Monday Aug. 31)

(1) Get a copy of the book if you haven't already.

(2) Finish reading (all of) chapter 1.

(3) Explore both the web site and the Blackboard site for the course.

Make sure you can access Piazza.

(4) Watch the first Blackboard chapter 1 pre-recorded lectures.

(5) Take quiz 01 on Blackboard.

(6) Make sure your CSUG account is up and working on Blackboard.

(7) Complete "Initial Trivia Assignment (00)" on Blackboard.

(8) Take the workshop time slot preference survey.

(9) Check out the "Unix tools" assignment (A0) and work through it if it

isn't all familiar material.

That probably looks like a lot, but only #s 2 and 4 (and maybe 9) will be time-consuming.

There will be similar requirements in future weeks. I won't be putting lists like this in future lecture notes; follow the schedule page on the web site.