

Course Website: <http://lab.notbc.org/cis/3110.html>

Instructor Email (the *best*): arnow@panix.com (good for contacting me *fast*)

ALWAYS BEGIN YOUR SUBJECT WITH "CISC 3110 EWQ6: " !!!!

Instructor Phone (the *worst*): 718-951-5000x2040 (I am never there and I rarely check my voice mail)

Instructor Office Hours: **W: 6:00pm - 6:30pm and after class in room 143NE**

WHAT THE COURSE IS ABOUT:

So, you took CS1 and you sort of, kind of, somewhat, in a way know how to program. That is a real achievement and tribute to your ability to learn new ways of thinking. But. There is so much more. So much more. This course opens the door to some of that. You will learn new development tools for programming, new ways to organize your code, and to re-use it and that of other developers so that you don't have to keep re-inventing the wheel. You'll learn how to connect your programs with the computing environment and with other programs. You'll learn powerful models for solving problems. When you finish this course you can call yourself a "programmer".

Homeworks: CodeLab exercises and programming assignments

Grading: 10% CodeLab 10% Team Projects 10% Other Labs 10% Quizzes 30% Exams 30% Final exam

Required Text: C++ Notes From Instructor, available for free, via email and web

Other Required Material: CodeLab (free) and **VIDEOS (on course website)**

Optional Text: Introduction To Programming With C++ (Liang), Pearson, 2nd or 3rd Edition (\$33-\$110)

CODELAB INFORMATION: <http://www.tcgo1.com/>

To Register: Click REGISTER, validate your email, enter your info, etc etc and ...

Use this SECTION ACCESS CODE: **CUNY-24685-HVQE-29**

Capitalize your name properly, please.

To Login: Same URL, just click login and use your username (your email) and password

PROGRAM DEVELOPMENT LAB: ssh to lab.notbc.org (Linux)

windows ssh client: http://www.panix.com/~arnow/brooklyn_college/tools/

macos: open up Terminal and type "ssh"

linux: open shell or console window and type "ssh"

TOPICS (not necessarily in this order, and, in fact, intermixed to a great extent):

- I. C++ BEYOND CS1
- II. BASIC UNIX/LINUX and VI
- III. MANAGING SOURCE CODE, DELIVERING OBJECT CODE
- IV. EXCEPTIONS
- V. RECURSION
- VI. UNIX and SHELL PROGRAMMING
- VII. SEARCHING and SORTING
- VIII. TESTING and DEBUGGING CODE
- IX. BUILDING POWERFUL FUNCTIONS
- X. STORAGE CLASSES
- XI. POINTERS and MEMORY
- XII. GENERIC PROGRAMMING
- XIII. OBJECTS WITHOUT CLASSES
- XIV. CLASSES

PLAGIARISM: CodeLab exercises should be done by you and only by you without external assistance, either by a person or by copying posted solutions on the Internet (there are tons of them). If you get stuck with an exercise EMAIL ME. I will be glad to unstuck you. If you plagiarize CodeLab solutions you will do badly on quizzes, exams, and worst of all, you won't learn shit. Note also that I have ways of detecting cheating and I penalize very heavily.

The TEAM PROJECTS and OTHER LABS are a different story. Here you MAY seek external assistance, but I caution you to make sure that you don't just have someone figure it out for you or write your code. You learn by programming, not by watching someone else program (there's enough of THAT in the classroom). **If you do get external assistance, you MUST document it— you must give attribution to who did what, how you were helped, etc.** Failing to document external assistance is the same thing as plagiarism. Of course you can EMAIL ME with any questions you have (and that you don't have to document— I have the emails). I'll be glad to help.