General Information

Instructor

Matt Bishop
Office: 2209 Watershed Sciences
Office Hours: MWF 11:00am–12:00pm, or by appointment, or by chance
Email: mabishop@ucdavis.edu
Phone: (530) 752-8060

Teaching Assistants

Name	Email	Office Hours
Ajiinkkya Bhaalerao	asbhaalerao@ucdavis.edu	M 3:00pm–4:00pm, Tu 6:15pm–7:15pm, W 3:30pm–4:30pm
Gabriel Castillo	gcastillo@ucdavis.edu	Tu 12:00m–2:00pm (in 53 Kemper Hall), Th 12:00pm–2:00pm (in 2203 Watershed Sciences)
Pallavi Kudigrama	pkudigrama@ucdavis.edu	W 11:00am–1:00pm, Th 2:00pm–4:00pm
Brian Perry	ucdcompsci@gmail.com	Tu 3:30pm–5:00pm, W 9:00am–10:00am, Th 3:30pm–5:00pm
Apoorva Rangaraju	arangaraju@ucdavis.edu	Tu 4:00pm–6:00pm, F 2:00pm–4:00pm
Jonathan Vronsky	jvronsky@ucdavis.edu	Tu 10:00am–12:00pm, F 12:00pm–2:00pm
Zhige Xin	zxin@ucdavis.edu	F 2:00pm–6:00pm

All office hours will be held in 53 Kemper Hall, except as noted above.

Lectures

MWF 10:00am–10:50am in Rock Hall

Discussion Sections

Section	Times	Room	TA
Section A-01	W3:10pm–4:00pm	230 Wellman	Gabriel Castillo
Section A-02	Tu2:10pm–3:00pm	119 Wellman	Ajiinkkya Bhaalerao
Section A-03	F4:10pm–5:00pm	119 Wellman	Apoorva Rangaraju
Section A-04	M2:10pm–3:00pm	204 Art	Jonathan Vronsky
Section A-05	F8:00am–8:50am	119 Wellman	Pallavi Kudigrama
Section A-06	W8:00am–8:50am	119 Wellman	Brian Perry
Section A-07	Tu9:00am–9:50am	147 Olson	Zhige Xin

Course Outline

Introduction to computers and computer programming, algorithm design, and debugging. Elements of good programming style. Programming in the C language. Use of basic UNIX tools.

Course Goals

Some goals we hope you achieve:

- develop expertise in using a high-level programming language (specifically, C);
- be knowledgeable in using basic operating system tools (specifically, Linux- or UNIX-based tools);
- develop good programming style; and
- develop into competent programmers with the ability to solve problems of reasonable size on a computer.

Prerequisite

You should take Math 16A or 21A (taking them concurrently is fine). Also, you should be able to write a program in a high-level language to solve a problem; see the handout **Prerequisite Problem** for an example.

Text

We will be using an on-line version of the book J. Hanly and E. Koffman, *Problem Solving and Program Design In C*, Eighth Edition, Pearson Education Inc., Boston MA (2016). See the handout **Digital Resources** for more details.

Computers

All registered students have been given an account on the computer science instructional machines in the basement (the Computer Science Instructional Facility, CSIF). Use your campus login and password to log in.

Class Web Site

The class web site is on SmartSite. To access it, go to `http://smartsite.ucdavis.edu` and log in using your campus login and password. Then go to ECS 30 in your schedule. Announcements, assignments, handouts, and grades will be posted there, and you *must* submit assignments there. The alternate web site, `http://nob.cs.ucdavis.edu/classes/ecs030-2015-04` has everything except grades, and you cannot submit work there.

Homework

All homework is due at 11:55pm on the date stated on the homework, unless otherwise specified. The handout **All About Homework** discusses homework.

Extra Credit

Extra credit is tallied separately from regular scores. It counts in your favor if you end up on a borderline between two grades at the end of the course. But, not doing extra credit will never be counted against you, because grades are assigned on the basis of regular scores. You should do extra credit if you find it interesting and think that it might teach you something. Remember, though, it is not wise to skimp on the regular assignment in order to do extra credit!

Exams

Midterm: Wednesday, October 28 *in class*
Final:Wednesday, December 9 at 8:00am–10:00am
These will be closed book and closed notes exams. No early or late exam will be given; if you miss an exam for medical reasons (you ***must*** document this; no other excuses are acceptable), you may be allowed or required to take a make-up exam, or the other parts of the course will be counted proportionally more (the choice is the instructor's). In particular, forgetting the time or place of an exam is not an excuse for missing it!

Grading

Homework is work 50% of your grade; the midterm and final exams are each worth 25%.

Academic Integrity

The UC Davis Code of Academic Conduct, available at `http://sja.ucdavis.edu/cac.html`, applies to this class. In particular, for this course:

- All work submitted for credit must be your own. You may discuss your assignments with classmates, with the instructor, or with the teaching assistant in the course to get ideas or a critique of your ideas, but the ideas and words you submit must be your own. Unless explicitly stated otherwise, collaboration is considered cheating and will be dealt with accordingly.
- For non-programming homework questions, you must write up your own solutions and may neither read nor copy another student's solutions.
- For programs, you must create and type in your own code and document it yourself. Note that you are free to seek help while debugging a program once it is written.

A good analogy between appropriate discussion and inappropriate collaboration is the following: you and a fellow student work for competing software companies developing different products to meet a given specification. You and your competitor might choose to discuss product specifications and general techniques employed in your products, but you certainly would not discuss or exchange proprietary information revealing details of your products. Ask the instructor for clarification beforehand if the above rules are not clear.