

CSE-111 Great Ideas in Computer Science

Summer 2009

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Miscellaneous Information

- Contact Information
 - E-mail: aychen@buffalo.edu
 - Academic Homepage: <http://www.albertchen.org>
 - Personal Blog: <http://aycchen.wordpress.com>
- Class/Lab Hours and Location
 - Lecture: Mondays and Wednesdays, 1:00pm - 4:00pm @ 143 Park
 - Labs: Mondays and Wednesdays, 4:00pm - 5:00pm @ 143 Park
- Office Hours
 - By appointment.
- Textbooks & Classnotes
 - Karel the Robot - A Gentle Introduction to the Art of Programming, 2nd Ed., Richard E. Pattis.
 - Class notes will be posted for all lectures. Supporting materials will also be posted, which you are also expected to read in detail.

Course Outline

- You shall all be able to breeze through the following tasks by the end of this semester:
 - Systematically analyze a problem, design algorithms to solve the problem, and implement the algorithm using a structural programming language (using Karel the Robot).
 - Understand the underlying mechanisms of computers (mathematically), i.e. digital and analog signals; binary and decimal numbers; binary addition and subtraction; boolean expressions, logic gates, and logic expressions; different types of coding methods.
 - Roughly understand how some other modern-day... software engineering, text manipulation, numerical computation, transistors, very large-scale integrated circuits, machine architecture, language translation, operating systems, and artificial intelligence...

Grading & Academic Integrity

- Grading Scheme
 - Midterm Exam 20%
 - Final Exam 30%
 - 2 Homework Assignments, 8% each.
 - 2 “Karel The Robot” Programming Assignments, 12% each.
 - Class Participation 10%
- Academic Integrity, in short:
 - If you cheat in exams, you'll get an -F- in the course.
 - If you plagiarize others homework or programming assignments, you'll get an -F- in the course.