CSE-111 Great Ideas in Computer Science
Summer 2009

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Contact Information
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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
- Class notes will be posted for all lectures. Supporting materials will also be posted, which you are also expected to read in detail.
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.