

# CS 100 Fall, 2008 straight

## Information & syllabus

Office: 218 Claxton. Phone: 974-5067. Office Hours: TR 1-2pm, etc  
Email: [straight@utk.edu](mailto:straight@utk.edu) web: <http://web.eecs.utk.edu/~straight/cs100.html>  
Main CS 100 web page: <http://www.cs.utk.edu/~cs100>

Exams: Sept 18, Oct 23, and Nov 25. During alternatives period the exam time will be used for a make-up for anyone who needs it.

Grading: A: 93-100+. A-: 90-92. B+: 87-89. B: 83-86. B-: 80-82. C+: 77-79. C: 73-76. C-: 70-72. D+: 67-69. D: 63-66. D-: 60-62. F: below 60.

Labs: Claxton 104. These are PCs running Windows XP. Labs start the week of August 25<sup>th</sup>.

Your web pages: these will be on both: <http://web.utk.edu/~YourNETID> and <http://web.eecs.utk.edu/~YourNETID> These are not the same place—you can have different pages on each.

Registering for webspace at the <http://web.utk.edu> site: see my web page: <http://web.eecs.utk.edu/~straight/cs100s.html> This shows you how to register and upload pages to that site.

Blackboard: all UTK students get Blackboard accounts. You'll use these for the submission of labs and homework, etc, and the lab and homework assignments are there.

Resources: Dr Heather Booth has some lecture notes on Blackboard from when she taught this course. I have lots of stuff at my website at the top of this page, and there is also some material at the main CS 100 site. In addition, <http://www.wikipedia.org> is an excellent and usually factual resource.

Grading: Exams: 15% each. Labs: 30%. Homework: 10% Other: 15%--this includes attendance at labs, and I will occasionally take attendance in class, and it also includes other intangibles.

Overall: I created this course in Spring, 1996, and it has gone through many changes since then. We make no assumption about background here. We'll teach you about basic architecture, some programming with graphics using Python, networking, some spreadsheets, etc. This is not intended as a programming class, but you'll learn enough about the basics to get a grasp of how software works.

In the labs, you'll be doing what is called "pair programming". For most of the labs, you'll be matched with another student (or occasionally 2 other students) and the two (or

3) of you will submit a joint lab. The idea is that letting the two of you help each other and bounce ideas around will be less frustrating. This is quite widely done in industry, and what we have found in CS 100 for Fall, 2007, and Spring 2008 is that the number of hands being raised to ask the GTAs (or me) for help was reduced by about 60%.

VITAL: when you submit joint labs, the names of all the people must be on it—failure to do so will result in everyone (not just the missing person) losing 10 points on that lab.

Texts: there are no required texts. There should be Teach Yourself HTML in 10 Minutes at the bookstore (or at Amazon) for about \$17. The same publisher has Teach Yourself HTML and CSS in 24 Hours (about \$25). Not in the UT bookstore, but easily available through Amazon, etc. These are reasonable if you want to learn more about web design. And they're cheap—one text at the UT Bookstore runs \$280.

Rough outline/syllabus:

Introduction

Basic computer architecture

Data representation

Operating systems and networks

The Internet and HTML

The Python programming language.

Algorithms

Additional site for web design: <http://www.w3schools.com>