

Instructor Daniel Zingaro  
 Email [daniel.zingaro@utoronto.ca](mailto:daniel.zingaro@utoronto.ca)  
 Lectures Mon 9:00, WB130  
 Wed 9:00, BA1210  
 Fri 11:00, BA1200  
 Practical Lab Tue 14:00-16:00, SF1013  
 Tutorial Thu 14:00-15:30, GB405  
 Office Hours Wed 10:00-12:00/Fri 12:00-13:00, BA2200

This course is designed to give you an introduction to computer science with emphasis on the development of tools for problem solving in science and engineering, and to provide you with the basics for studies in greater depth in subsequent courses. The course consists primarily of lectures and laboratories. Major topics to be covered in the lectures include: the representation of information, development of good programming techniques, program organization, algorithms, and data structures. The laboratories will provide you with an opportunity to exercise concepts introduced in the lectures through a number of programming assignments using the C programming language.

### Schedule

Week	Course Work	Notes
Jan 18-Jan 22		
Jan 25-Jan 29	Lab 1 due	
Feb 1-Feb 5		
Feb 8-Feb 12	Lab 2 due	
Feb 15-Feb 19		Reading Week
Feb 22-Feb 26		Midterm Feb 23
Mar 1-Mar 5	Lab 3 due	
Mar 8-Mar 12		
Mar 15-Mar 19	Lab 4 due	
Mar 22-Mar 26		
Mar 29-Apr 2	Lab 5 due	No class Apr 2
Apr 5-Apr 9		

### Course Website

The course website is accessible from [www-ug.eecg.utoronto.ca/~zingard/aps105](http://www-ug.eecg.utoronto.ca/~zingard/aps105). From there, you will be able to access grades, a discussion board, pre-lecture reading quizzes, and announcements. The website is required reading.

### Grading

The course grade is based on pre-lecture reading quizzes, class participation, five labs, a midterm exam, and a

final exam, as follows:	Work	Weight
	Pre-lecture reading quizzes	6%
	Class participation	6%
	Labs	18%
	Midterm exam	25%
	Final exam	45%

The midterm exam is on Feb 23, for 1.5 hours. The location and time will be announced.

### Pre-lecture Reading Quizzes

Research constantly shows us that students remember only a small fraction of what we present in lecture. It is not easy to make sense of material that you see for the first time in a fast-paced lecture environment, let alone stay focused for a whole hour. To prime you for what we will discuss, you're asked to complete a reading quiz prior to each lecture. Reading quizzes are graded on completion (not correctness), and are due by 11:59 PM on the day before lecture. The point is not that you get all of the questions right, but that you read the required material and emerge with an understanding of what you do and do not know. You are allowed to miss up to two reading quizzes with no penalty.

### Class Participation

Having prepared yourself for class, it is natural for you to be given the opportunity to discuss concepts with other students, ask and respond to questions, and influence the direction of lecture so as to increase its helpfulness. You are expected to bring a Clicker to class, and to participate in our group discussions and activities. Again, you will be graded on participation, not correctness: getting things wrong is often the first step in learning how to get them right. You are allowed to miss up to two lectures with no class participation penalty.

### Lab Assignments

There are five labs worth a total of 18%. The first lab is worth 2%; each of the other four labs is worth 4%. Labs will be available from the course website. They are due at 11:59 PM on the due date specified in each lab handout; late submissions will not be marked.

### Required Stuff

- Text: John Carter. An Introduction to Computer Science Using C. McGraw Hill Custom Publishing.
- Clicker: available from the UofT bookstore. You are required to purchase an iClicker remote for in-class participation. iClicker is a response system that allows you to respond to questions posed during class. To register your remote, go to <http://www.iclicker.com/registration>. Complete the fields with your first name, last name, student ID (this is your U of T student number), and remote ID (found on the back of your remote). You are responsible for bringing your remote to every class.

### Re-mark Requests

If you believe that a lab or midterm exam has been incorrectly marked, you may submit a re-mark request. Requests for re-marking must be submitted on the form linked to the course web page. Requests must be submitted no later than one week after the lab or test has been returned to the class.

### Academic Offenses

All of the work you submit must be done by you, and your work must not be submitted by someone else. Plagiarism is academic fraud and is taken very seriously. Please read the Rules and Regulations from the U of T Calendar (especially the Code of Behaviour on Academic Matters):

<http://www.undergrad.engineering.utoronto.ca/information/calendar/0910.htm>

Please don't cheat. It is unpleasant for everyone involved. Here are a couple of general guidelines to help you avoid plagiarism:

- Never look at another student's lab solution, whether it is on paper or on the computer screen. Never show another student your lab work. This applies to all drafts of your solution and to incomplete solutions.
- The easiest way to avoid plagiarism is to directly discuss your work with **only** the course TAs and the instructor.

### Accessibility

The University of Toronto (and your instructor) is committed to accessibility. If you require accommodations, or there is anything course-related I can do to help, please let me know ASAP.