Meeting Time: 9:00 – 9:50 A.M., Monday, Tuesday, Wednesday, Friday
Meeting Location: Austin 302
URL: http://www.cs.ecu.edu/~rws/c3200/

Instructor: Dr. Ronnie W. Smith  Email: rws@cs.ecu.edu
Office: Sci-Tech C-117  Phone: 328-9687
Office Hours:  Mondays 10:00 – 11:30 A.M. and 2:30 – 3:30 P.M.
               Wednesdays 10:00 – 11:30 A.M.
               Fridays  8:15 – 8:45 A.M. and 12:15 – 12:45 P.M.
               (or by appointment)

Course Goals
1. To learn how to use several advanced computational problem solving techniques on large collections of data.
2. To learn the properties of several abstract and fundamental methods of data organization for computers, including arrays, lists, stacks, queues, trees, and tables.
3. To learn how to use recursive programming to solve computational problems.
4. To develop skills for successfully handling more complex programming problems.

Prerequisites
CSCI 2310 and 2311.

Text (required)

Evaluation Criteria
Programs - 40% (Approximately 5 to 7 weighted programs assigned during the semester)
Quizzes – 30% (6 of them, January 22, February 12, February 26, March 18, April 8, and April 22, no makeups administered)
Final Exam – 30% (May 2, 8:00 – 10:30 A.M.)

Computing Environment
Programs must be executable on the department virtual machine (xlogin.cs.ecu.edu) using the javac compiler with the Linux Operating System. On campus access to these machines is available in Austin 208 and Austin 209.

Grading Scale
An absolute grading scale has not been set, but you can be assured of at least the following:

<table>
<thead>
<tr>
<th>Final Average (x)</th>
<th>Grade will be at least</th>
</tr>
</thead>
<tbody>
<tr>
<td>x≥90</td>
<td>A-</td>
</tr>
<tr>
<td>80≤x&lt;90</td>
<td>B-</td>
</tr>
<tr>
<td>73≤x&lt;80</td>
<td>C</td>
</tr>
</tbody>
</table>

I continually review how to properly incorporate +/- modifiers in a fashion consistent with the purposes of the course and the qualitative descriptions for grades (see undergraduate catalog).

Late Work
For programs, you will be given a budget of 72 hours of lateness that you can spend throughout the semester. Once it is used up, no late programs will be accepted without an official excused absence. Unused hours in your budget will be cashed in as extra points earned for programs at the rate of “3 unused hours = 1 point”. You must submit a program that earns positive credit for all programming assignments to be eligible for the extra points.
If for some reason there are accessibility problems with our virtual servers, due dates and late submission policies for the specific assignment may be adjusted. Inability to access our servers from off-campus when accessibility is available on campus will not be a justification for deadline extensions.

Class Attendance
Attendance is mandatory and will be checked. Each unexcused absence will reduce your final average up to 1 point. If you are more than 5 minutes late and it is unexcused, your tardiness will be counted as an unexcused absence. A dean's excuse or student health excuse is required for an absence to be considered excused.

Virtual Office Hours
Besides physical office hours noted on the previous page, virtual office hours are available on an ad hoc basis. This refers to times during the week when I will try to answer student emails. My policy for answering emails will be the following.

- First priority during physical office hours will be visitors and phone calls. Secondary priority will be answering emails.
- On weekday evenings, I will normally try to look at email at some point after 9:00 P.M.
- On weekends, I will normally try to look at email at some point on Sunday afternoons after 2:00.
- You should not rely on me answering emails quickly at other times, though I will sometimes be able and willing to do that.

Ethics
For programs it is acceptable to ask for assistance with the following:

1. Understanding the problem description.
2. Using the system software and hardware.
3. Understanding the source of compiler errors.
4. Developing test cases for checking the functionality of your program.

It is considered CHEATING to obtain assistance other than from the instructor for the following:

1. Writing your program. This means any discussion about writing code or specifying algorithms.
2. Fixing your program beyond syntax errors except for having someone ask you questions about your code. You must figure out how to change your code when errors are discovered (or go talk to the instructor).

Violations of these policies will be handled in a manner consistent with official university policy.

HINT: To avoid problems with people stealing your work, do not recycle printouts of your program code until one week after the due date.

Hints for Success
1. Do the reading in advance.
2. Bring book to class.
3. Work the practice problems.
4. Form study groups to discuss class material and exercises.
5. Take advantage of my office hours.
6. Begin working on programs immediately.

University Mandated Syllabus Information
The university requests that we include information in each syllabus on retention requirements, student conduct, weather emergencies, and ADA compliance. This information is available on a separate page provided in the online syllabus at the course web site.