

COMP590-005 Problem Solving

Spring Semester 2009

Instructor: Dr. Kenneth A. Williams

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office hours: MWF 8:30 to 10:00, TR 9:00 to 12:00, F 2:00 to 3:00

other times by appointment

Text: *Programming Pearls, 2nd edition*, by Jon Bentley, Addison Wesley publishing, 2000,
ISBN: 0201657880

Communication: The web page for this class is <http://williams.comp.ncat.edu/solving> Assignments and information will also appear on the University's online Blackboard system, <http://blackboard.ncat.edu> Email messages will be sent to the student's A&T email address. It is the student's responsibility to regularly check their A&T email account.

Goal: To become really good at Computer Science.

Topics:

- Learn more about tree structures. Example of how to build or run a maze.
- New I/O technology, such as 3-D displays and multimedia
- Source control systems and advanced debugging
- Encryption, Cryptography and Privacy
- Algorithms
- Web 2.0 applications
- Brain teasers and other problem solving stuff
- Research being done by researchers at A&T and other universities.

Grading : A student's grade in the class will be based on their performance on the exams, The lowest homework or quiz grade will be discarded. Homework must be turned in at the beginning of class on the assigned day for full credit, unless accompanied by a valid excuse. Homework turned in within one day of the assigned time will be penalized 20%. Homework turned in within two days of the assigned time will be penalized 25%. **No homework will be accepted after two days. Students who are absent** during a class period when a test is given, **will receive a score of zero** unless previous arrangements are made or a valid written excuse is presented.

Final letter grades will be based on the following scale:

A: 80 to 100 B: 70 to 80 C: 60 to 70 D: 50 to 60 F: less than 50

Attendance: This is a small seminar type class. Your attendance is necessary for the course to function. You get to miss one meeting during the semester without an excuse (not an exam or quiz). After that, missing a class will reduce your grade.

Cheating: Instances of cheating will be handled according to departmental policy. Cheating covers any case in which a student has received unauthorized aid in his/her performance that contributes to a course grade or submits material contributing to a course grade with the intent to deceive the instructor or grader. If the unauthorized aid includes help from another student, then that student is considered to have cheated as well. Students are expected to submit assignments that are entirely their own work. A common example of cheating is to copy another person's program or homework assignment.

If a student cheats on a homework assignment, then he/she will receive a grade of zero (a grade of F) for that item as will anyone assisting him/her in an unauthorized way. If a student cheats on an exam or the

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final, he/she will receive a failing grade for the class. All cases of cheating will be reported to the Director of Undergraduate Studies. When a student cheats for the second or more time in any Computer Science class, he/she will receive an F in the class in which the most recent case occurred and will be referred to the University authorities for disciplinary action.

Special needs: Students with special needs (e.g. hearing or vision difficulties) should inform the instructor at the beginning of the semester.