This course should help you…

• improve your programming abilities
  ■ Enhanced OOP
  ■ GUI & Event-driven programming
  ■ Recursion
  ■ Data structures

• practice core engineering skills
  ■ Written & oral communication
  ■ Teamwork
  ■ Independent learning
Course - Organisation

• CS102 taken by all CS students
  ■ (~65) in 1 section (1 instructor, 6 assistants!)

• 4 credits – 3hr lecture & 4hr lab every week

• Two tracks…
  ■ Lectures & Labs (as per CS101)
  ■ Design project
    • Group & project selection
    • Requirements & UI design, Detailed Design
    • Implementation & Demo
Course - Grading

- Exams & labs are common to all sections
- Overall grades course-wide, not section by section!

- 15% Lab. Assignments
- 25% Midterm Exam
- 25% Final Exam
- 25% * Reports, Presentations & Participation
  {Requirements 6%, User-Interface 7%, Detailed Design 3%}
  Demonstration, Final Code & documentation 9%.
  (inc. wiki, weekly personal logs & peer grade)
- 10% Homeworks & Quizzes

* everyone in group gets same project grade (unless not doing their share!)

Minimum course requirements to be eligible for final exam…

Must also do well on final exam to pass!
Minimum course requirements

• minimum 30% on the midterm exam &
• minimum 80% on each lab assignment &
• reasonable contributions to each project stage.

Failure to meet these minimum course requirements will result in an FZ grade.

But don’t panic... providing you are working this shouldn’t be a problem!
# Lab ~ Grading Scales

<table>
<thead>
<tr>
<th>Grade</th>
<th>Description</th>
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| 100   | **Proficient**  
|       | Fully complete, correct and understood                                      |
| 80    | **Acceptable**  
|       | Almost fully complete, correct and/or understood                             |
| 20    | **Weak**  
|       | Incomplete/incorrect, poor understanding, little real interest/effort shown |
| 0     | **Nothing**  
|       | no real attempt!                                                             |

**Notes:**
- TAs will ask about code & concepts. You may be required to make changes or do additional examples to test understanding.
- Your grade will be based on the TAs evaluation (not just the submitted code)
- Code must be uploaded in the lab (you can upload multiple times without penalty) else zero!
Notes:


• then, Implementation & demo.

• Reasonable contributions to each stage of the project.

• Process: ensures…

Projects

(10) excellent (almost impossible!)

(8) good

(6) ok but could be better

(4) weak definitely not up to scratch, more effort needed.

(0) no real attempt!

building the right product & building the product right
Course - Misc

- Lab sessions start week 3
- Use Moodle –check frequently!
- See also (your section’s webpage)
  http://www.cs.bilkent.edu.tr/~adayanik/cs102
- Textbook
  - Big Java: Late Objects, Enhanced eText, 2nd Ed.,
    by Cay S. Horstmann, Wiley, 2016 (as for CS101)
- Cheating/Plagiarism!
Good luck

• ToDo
  ■ Enroll to Moodle (via SRS)
  ■ Lab assignment 1 (due in lab week 3)
  ■ Find group & project (asap!)
    • same section only
    • 6 people

• Any questions?
Why are you here?

• How did you understand the question?

   Here?

     The universe, the university, the CS or EE dept., CS102?

• To Learn… *(hopefully!)*

   How?

     by being told   *(require background, must listen & apply!)*

     by doing    *(no alternative, you must do it, no one can do it for you!)*
Honesty & Trust

• You expect us to be honest

• And we expect you to be honest too!

   We do not intend to invest time & resources trying to prove otherwise.

• You can only cheat yourself

   The course is arranged so there is little or no benefit in terms of grade, all you may gain by copying, is time now. In the long-run you will lose much more, in terms of both trust, learning & so grades!

• Violations of trust

   That do come to light will be severely punished.

• What counts as cheating?

   Acknowledge your sources. Always indicate the extent & source of any help you received or ideas used.