

Overview

Welcome to CSC207H1Y, an introduction to software design. The course introduces you to software design and development concepts and to professional tools such as a fully-featured IDE and a version control system. You will also learn Java, a statically-typed programming language. We will compare salient features of Python and Java, expecting you to fill in details outside of lecture, and we will investigate Java's memory model, scoping facilities, and object-oriented structures in depth.

General Information

Section	Instructor	Office	Office Hours	Lecture Time
L5101	David Jorjani Lindsey Shorser	BA 3219	T 17:30-18:30	R 18-21

Please use this email address for correspondence with us: csc20718y@cs.toronto.edu.

All office hours will be held in **BA 3201** unless an alternative location is announced by email.

Marking Scheme

Work	Weight	Comment
Labs (8)	8%	1% each, best 8 out of 10
A1	5%	individual
A2	10%	individual
Project: Phase 1*	10%	team of four from the same lecture section
Project: Phase 2	17%	
Test	10%	during lab time (bring your TCard)
Final exam	40%	You must get $\geq 40\%$ on the exam, otherwise your final course grade will be at most 47.

*Your Phase 1 mark will be replaced by the maximum of your Phase 1 and Phase 2 mark, when your final grade is calculated.

Resources

Course website: <http://www.teach.cs.toronto.edu/~csc207h/summer>

The website is required reading. It contains lecture notes, the policy on missed work, and more.

PCRS learning modules: <https://pcrs.teach.cs.toronto.edu>

The first four Quests on the 207 PCRS site are mandatory. To keep up with the course, aim to complete one per week for the first four weeks.

There is no required textbook in this course. All required readings will be posted on the course website, under the "Lectures" section.

The website will include a link to a discussion board that will be used to post tips, clarifications, and other important information. The Portal will be used to send announcements to you at whatever email address you have linked to it.

You are responsible for all announcements made in lecture and on the Portal. All email sent to your UTOR account is also required reading.

Instructor contact

For electronic communication, please use email from your UTOR address for personal issues and use the discussion forum to ask general course-related questions. For email, please include "207" in the subject line, always sign your full name, and include your UTORid. (This saves us a ton of time and gets you a faster response.)

Anonymous Feedback

The website contains a form that will allow you to send feedback anonymously to the instructor. We welcome your comments! (Please note that this really is anonymous, so please use email if you want us to be able to address personal concerns.)

Assignments

All assignments will be submitted electronically. You are responsible for making sure your code runs on the Computer Science Teaching Laboratories (CSTL) computers. **All assignments will be compiled, run, and graded in the CSTL. If it doesn't work there, you will receive a 0 on the correctness portion of the grade even if it works on your own computer.** Having technical problems such as a poor internet connection will not be accepted as an excuse for a late submission.

You can submit assignments up to an hour late with no penalty. You can submit up to 12 hours late with a 25% late penalty.

If you have an issue that prevents you from submitting on time, please contact your instructors immediately. In case of illness or other exceptional circumstances, proper documentation may be requested.

Labs

There are regularly-scheduled labs beginning the first week of the semester. All of the labs will take place in Bahen. Lab room assignments are posted on the course website. To receive a mark for participating in the lab, you must do the lab activity **during lab time** and **sign the attendance sheet**.

Teams

A1 and A2 must be done individually. Do not share your solution with another student, whether or not it works. Sharing your work with another student before the deadline is an academic offence. Don't post your solution on the web, either! This includes websites like Pastebin and GitHub.

The Project will be completed in groups of 4 people. You must register your group on MarkUs by 10 pm on Friday 8 June 2018.

Test and Exam

There is one test that will take place during the first hour of lecture, on Thursday 14 June 2018. Immediately afterwards, there will be a two hour lecture that will include an introduction to your project. Attendance is mandatory. The exam date will be between August 16 and August 22.

Accessibility Needs

The University of Toronto is committed to accessibility. If you require accommodations or have any accessibility concerns, please visit <http://www.accessibility.utoronto.ca> as soon as possible.

Academic Offences

All of the work you submit must be done by you (or, for the Project, your partners), and **your work must not be submitted by anyone else**. Plagiarism is academic fraud and is taken very seriously. The department uses software that compares programs for evidence of similar code. Please read the Rules and Regulations from the U of T Calendar (especially the Code of Behaviour on Academic Matters):

<http://www.artsandscience.utoronto.ca/ofr/calendar/rules.htm>

Here are a couple of general guidelines to help you avoid plagiarism:

- **Never copy another student's coursework**, whether it is on paper or on a computer. Never show another student your code, even if it's on a computer screen.
- **If you find code on the web that solves part or all of an assignment, don't submit it!** A large number of the academic offences in CS are between students who have never met, and who just happened to find the same solution online. If you find it, someone else will too.
- Please don't post your solutions to the assignments on the web while the course is running.

Term Schedule

Week	Date of Lecture	Deadlines	Reminders
1	10 May		Classes start (woohoo!)
2	17 May		Lab 1
3	24 May	A1 due Wed 23 May 10 pm	Lab 2
4	31 May		Lab 3
5	7 June		Lab 4
6	14 June	A2 due Wed 13 June 10 pm	Test during lecture time
N/A	18-29		Summer Break
7	5 July		Lab 6 (First Project Lab)
8	12 July	Project Phase 1 due Wed 11 July 10 pm	Lab 7
9	19 July		Lab 8
10	26 July		Lab 9
11	2 Aug	Project Phase 2 due Tues 7 Aug 10 pm	Lab 10
12	9 Aug	No lecture	Project presentations