What

This class covers two topics. First, we gain more skill at programming in Java. That's pretty easy since you all know how to program in Java. The main part of this class covers algorithms. We start with simple ideas, and more to more complex ones. Students should have a reasonable idea how to program, but need not be experts (yet!).

Grades

Grades are assigned from programs/labs (40%), a midterm or two and a final (40%), and a weekly quizzes (20%). The tests will cover everything from the book or mentioned in class. Each quiz counts for very little towards the total grade. The grade book will drop the two lowest quiz grades. Hopefully the quizzes will let you know how you are doing while there is still time to change it, and let me know what subject areas I need to review. About 1/3 of you will get an 'A', one third a 'B', and the rest 'C's.

Late Policy

I hate late assignments!!! However, it is much better to turn something in late rather than not at all. The late penalty is 10% per two workdays late. If there was some unavoidable reason you could not turn a project in on time (i.e. car crash, snow day, etc.) just ask me to waive the penalty. I'm pretty lenient.

The Class Web Page

You can find the main page for the class at http://euclid.nmu.edu/~randy/Classes/CS122. This site contains examples of old tests, class notes, sample code.