

# CS 136 Computer Science II

Section 010

Fall 2024

**Meeting Time & Place:** 1:30-2:50 PM T TH in 299 OM **Zoom:**

**Instructor:** Daniel Spiegel

Office: 251 Old Main; Phone: (610)683-4423 Zoom: <https://kutztown.zoom.us/j/938432776>

e-mail [spiegel@kutztown.edu](mailto:spiegel@kutztown.edu)

WWW: <http://faculty.kutztown.edu/spiegel>

Student Consultation Hours: (All are also on Zoom) 12:00-1:15 T, 10:30-11:30 W (Zoom only), 4:20-4:35 TH (will change in October) email answered 24/7/365; Zoom meetings easily arranged

**Prerequisites:** CS 135 with a C or better, or equivalent

**Text:** The text, a work in progress by the course instructor, is provided on D2L free of charge. You may be asked to provide feedback on this text later in the term.

**Exams:** There will be 2 midterm(s) and a final exam during final exam week. You must get a passing (60%+) grade on exams, collectively, to pass this course.

**Attendance:** Optional. You are responsible for material covered in class and the corresponding material in the text. If you do not attend class, the material is assumed to be understood.

**Make-ups:** You will not be permitted to make up an exam without a documentable excuse for your absence.

**Programs:** Programming assignments will be issued in class and submitted electronically, using the turnin script. (see URL: <http://faculty.kutztown.edu/spiegel/turnin.htm>) There will be at least four programming assignments. You must earn at least 60% of the possible points on *all* programs, collectively, to pass this course. Submissions are expected to be by the deadline. Submitting late is at your own risk. If I already graded the assignment, you're out of luck.

Your programs are to be well written, fully documented, and easily readable. They must also be modular, with each module handling a single task only and your main routine should be little more than a series of function invocations. Proper object oriented design is expected. Consistency in style within a program is a must.

Start your programs early. You won't be able to properly grasp concepts if you pull an "all-nighter" to desperately try to finish a program before it is due.

**Grading:** Grading is on a straight 90 80 70 60 scale. Individual exams may be curved, only if necessary. +/- grading will be used if available, according to the table at right. Weights of grades are:

Programs: 40%

Midterm(s): 18%

Final Exam: 24%

Grade	Scale
A-	[ 90 , 93 )
B+	[ 87 , 90 )
B-	[ 80 , 83 )
C+	[ 77 , 80 )

## Academic Dishonesty:

*General Statement:* I am against it. Violators will receive the maximum allowable penalty for any infraction.

*Programs:* Your programs are to be, in the large, your own work. If you use any code that you did not write, omitting credit to the author constitutes academic dishonesty. Using the code of a classmate, or providing your code to a classmate(s) is most definitely academic dishonesty. Feel free to discuss and exchange ideas with your peers, but do your own work.

### Classroom Etiquette:

Consideration for your classmates, instructor, and the class is expected. Come to class **on time and prepared to learn**. No sleeping or noisy eating. If you can't whisper quietly, please don't carry on private conversations. Coming and going during class should only occur in unavoidable situations. And, last but not least, **your cell phone must not be a distraction to anyone in class, including yourself.**

### Tutoring

If you engage the services of a tutor during the term, you are encouraged in the strongest terms to inform me of the tutor's name and email. I prepare notes on each project and provide them to all graduate assistants and tutors. These notes will allow your tutor to provide you with the most effective possible assistance.

### Tentative Class Schedule:

The following is a **tentative** (and optimistic) class schedule and is subject to change. Note that some topics may extend past one week. At the end of each chapter are chapter review sections that discuss common errors and contain review questions and exercises. Each section is also followed by a set of exercises. You are expected to include these sections from the end of each chapter in your reading and may raise questions on this material and should use it as a study aid. Tests may contain items from these sections.

Any reading topic not covered in class is likely not covered because its level of difficulty does not merit class time; it is being assumed you can understand the material on your own. Again, questions on such material are welcomed.

## CS 136 Tentative Schedule

<i>Week</i>	<i>Topics</i>	Reading Chapter(s)/Section(s)
1	Review of Arrays & Files; Structs; Enumeration Types	1 2.1 2.2
2	Intro to Classes/Objects	2.3
3	More classes/objects, <i>struct</i> vs. <i>class</i>	2.3-2.4
4	More classes/objects, <i>struct</i> vs. <i>class</i>	2.4
	Pointers, Dynamic Memory	3
5	Operator Overloading; static members; friends of a class	4
6	Deep vs. Shallow Copy, Midterm I	5.1
7	Destructors, Assignment Operator, Copy Constructors, <b>this</b>	5.2-5.4
8	Template Functions	6
9	Template Classes	6
10	Template Classes (con't)	6
11	Intro to Linked Lists, Linked List ADT	7
12	Linked Lists, continued Midterm II	7
13	Recursion, Stacks & Queues (if time)	8 9
14	Intro to STL, Review, if time	

Final Exam: Scheduled: Thursday, Dec 12, 2024 @ 11 AM -Alternate time possible