

# COMPSCI 111/111G Course Information

## Semester One, 2020

### Course Coordinator

#### Pat Riddle

**Room:** 490, Level 4, Maths and Physics Building (Building 303)

**Phone:** 373-7599, Ext 87093

**Email:** pat@cs.auckland.ac.nz

**Office Hours:** Email for appointment.

### Lab Supervisor

#### Ann Cameron

**Room:** 413, Level 4, Maths and Physics Building (Building 303)

**Phone:** 373-7599, Ext 84947

**Email:** ann@cs.auckland.ac.nz

**Office Hours:** Open-door policy, visit any time (or email for appointment).

### Lecturers

#### Michael Barley

**Room:** 488, Level 4, Extension to Maths and Physics Building (Building 303S)

**Phone:** 373-7599, Ext 86133

**Email:** barley@cs.auckland.ac.nz

**Office Hours:** Email for appointment.

#### Ian Watson

**Room:** 829, Level 8 of Building 810 in Short Street.

**Phone:** 373-7599, Ext 88976

**Email:** ian@cs.auckland.ac.nz

**Office Hours:** Friday 10-11 (or email for appointment).

## Lecture Times

Monday 9am, Tuesday 9am, Friday 9am in LgChem (301-G050)

## Course Description

A practical introduction to computing that will build confidence and familiarity with computers. Topics include: An overview of computer hardware and operating systems, effective use of common applications, using the Internet as a communication medium, applying programming concepts and social implications of technology.

As part of their practical work, students will use a variety of home and office applications including word processing, drawing, spreadsheets, web design, typesetting and databases.

This course would suit students who want a general introduction to computing, or those students intending to major in Computer Science who want to broaden their understanding of computing applications.

## Final Learning Outcomes

A student who successfully completes this course should:

- have confidence with and a general knowledge of personal computers
- be able to write simple computer programs
- be able to use some common applications, e.g. spreadsheets, word processing, databases
- have knowledge of the Internet and its social issues, as well as other types of networks
- be able to design and write a simple web page
- have a basic understanding of the origins and design of computing hardware and software
- have a basic understanding of selected current research topics in Computer Science (e.g. AI and Game Design)

## Online Course Reference Manual

A course reference manual is available on our course website. You can find the reference manual here:

<https://www.cs.auckland.ac.nz/courses/compsci111s1c/resources/CompSci111ReferenceManual.pdf>

The reference manual contains chapters on selected course topics (mainly lab topics). A number of additional readings from the WWW will be recommended.

## Assessment

Your final grade will consist of 30% practical, and 70% theoretical components. The theory component will consist of a test worth 20% and a final exam worth 50%. The practical component will consist of 9 laboratory assignments worth 30% in total. As this course is designated as being of a practical nature, you must pass both the practical and the theoretical components separately to pass the course.

Component	Percentage	Assessment	Percentage
Practical	30%	Labs	30%
Theoretical	70%	Test	20%
		Exam	50%

## Test

The test is worth 20% of your final mark. The date for the test is Wednesday 29<sup>th</sup> April, 2020 from 9am NZST to Thursday 30<sup>th</sup> April, 2020 at 9am NZST. The test is open book. Results will be on Canvas.

## Exam

The final exam is worth 50% of your final mark. Please check *Student Services Online* for the exam time and date. The exam is open book. Provisional examination results can be obtained from *Student Services Online*.

## Missed Test or Exam

If you miss the test/exam for any valid reason, or you sit the test/exam but believe that your performance was impaired for some reason, then you may be able to apply for an aegrotat, compassionate or special pass consideration (Refer to the Examinations Office website). For more detailed information, refer to Pages 41 – 57 of the University of Auckland's 2020 Calendar.

## Laboratory Sessions

You must attend one 3 hour tutorial lab session each week. You will have enrolled in a particular lab time. You must attend at the same lab time each week. All of the labs for COMPSCI 111/111G are conducted in the First Floor Tutorial Laboratory (FTL), Room 175, which can be found on the first floor of the Computer Science

extension to the Maths and Physics Building (Building 303). You do not have to book computers for use during the lab which you are enrolled in, and may use any computer in the lab during your lab time. Please arrive on time to your lab. The tutor will first introduce the lab and announce any notices. The tutor will sign your attendance sheet once you have completed a certain portion of the lab assignment. You must be present at the very beginning of the lab to have your attendance sheet signed.

## Handing In Your Lab Assignments

You must complete all the tasks set in the lab assignment, and produce answers to all the questions. The answers should be typed and printed out. Attach all the printed pages required by the lab to your signed attendance sheet/cover sheet. Assignment cover sheets will be given out in the lab. Your assignment should be submitted to the appropriate hand-in box (located just outside the FTL) as soon as you have finished your assignment but **no later than** the start of your next lab session. Assignments handed in late will be penalised by 10%, and they will not be accepted if they are more than a week overdue. Marked lab assignments will be returned to you in labs the following week.

If you have any queries or concerns regarding the lab sessions, please contact the lab supervisor, Ann Cameron.

## Checking Your Marks on Canvas

You can check your marks by logging onto the Canvas system:

<https://canvas.auckland.ac.nz/>

If there are any problems with your lab marks or test marks, please see Ann Cameron.

## Your First Lab

Lab sessions start in the second week of semester. When you arrive at the lab, you should sit down at any free computer. There will be tutors and lab demonstrators available throughout all the labs to help you. In order to use any of the computers you will need to log into the system. This will be your NetLogin and password that you use to log in to *Student Services Online*.

Please bring your Student ID card and a USB Flash drive to all your labs.

## **Academic Integrity**

The University of Auckland will not tolerate cheating, or assisting others to cheat, and views cheating in coursework as a serious academic offence. The work that a student submits for grading must be the student's own work, reflecting his or her learning. Where work from other sources is used, it must be properly acknowledged and referenced. This requirement also applies to sources on the world-wide web. A student's assessed work may be reviewed against electronic source material using computerised detection mechanisms. Upon reasonable request, students may be required to provide an electronic version of their work for computerised review.

For information on the University's Policy on Cheating, please refer to the web page:

<http://www.auckland.ac.nz/uoa/home/about/teaching-learning/honesty>

Do not copy anyone else's work, or allow anyone else to copy from you.

## **What to Do About Missed Lectures/Labs**

If you miss a lecture, you should catch up as soon as possible by reading the relevant lecture notes and/or viewing the recorded lecture on Canvas. If you need to miss a lab session, please contact the lab supervisor, Ann Cameron.

## **Undergraduate Laboratories**

If you wish to use a computer outside of your lab session, you may use one in the Ground Floor Computer Laboratory (GCL), Room 303S-G91, This laboratory is located in the Computer Science Extension to the Maths and Physics building (Building 303). You may use the computers in this laboratory any time during the opening hours. The opening hours are 9am – 9.45pm during weekdays and 9am – 8.45pm on weekends. The FTL lab can only be used during the specified lab times. The software is the same in all labs.

## **Class Website**

The COMPSCI 111/111G website contains course information, lecture notes, previous years' tests and exams, etc. Web Address:

<https://www.cs.auckland.ac.nz/courses/compsci111s1c/>

## Lecture Recordings

Recorded lectures can be found on Canvas.

## Webmail

All students have a university email account. Your university email address is: NetID@aucklanduni.ac.nz, e.g. abcd001@aucklanduni.ac.nz. You can access your email from anywhere you have Internet access, by logging into

<http://webmail.ec.auckland.ac.nz>

You must read email sent to your university email address regularly, as staff members often send important messages to students via their university email address. When emailing staff members, please use your university email address.

## Print Quota

You can add credit to your print quota at the library or the IC Helpdesk on Level 2 of the Kate Edger Information Commons, 11 Symonds St.

## How to Seek Assistance

In the labs, there is always a tutor available to help you.

If you have an administrative problem (e.g. you have been ill, you have a timetable clash with your lab or test, your marks have been incorrectly recorded, etc.), or any other sort of problem that you need help with, please see the course coordinator, Ann Cameron.

Students are urged to discuss privately any impairment-related requirements face-to-face and/or in written form with the course convenor/lecturer and/or tutor.

If you need extra help with understanding the course material, or preparing for the test or exam, you are very welcome to visit any of the teaching staff (Ann, Pat, Aniket or Ian) either during their office hours or at some other time when they are available.

There are many other resources available within the University, e.g. the Student Learning Centre, the library, DELNA (to identify where you may need help with your academic English) and ELE (English Language Enrichment - a set of resources to help you improve your English).

Make the most of your time in this course. Have fun!

Ann Cameron (February, 2020).

# CompSci111/111G Lecture and Lab Schedule 2020 Semester 1

## **Week 1** (2<sup>nd</sup> March – 6<sup>th</sup> March)

*No lab this week – check out where the lab (303S-175) is*

Lecture 1: Introduction, course overview, hardware, components of a computer system

Lecture 2: bits, bytes, digital information

Lecture 3: History of Computing

## **Week 2** (9<sup>th</sup> March – 13<sup>th</sup> March)

*Lab 1: Introduction, using an operating system, WWW resources*

Lecture 4: Introduction to networking and the Internet

Lecture 5: Electronic communication

Lecture 6: Publishing online using tools — blogs, wikis, file sharing

## **Week 3** (16<sup>th</sup> March – 20<sup>th</sup> March)

*Lab 2: Using the Internet—WWW, forums, blogs, wikis*

Lecture 7: The World Wide Web, search engines, trusting information

Lecture 8: Social and Legal Issues

Lecture 9: Word processing, preferences, styles, references using RefWorks

## **No teaching week**

## **Week 4** (30<sup>th</sup> March – 3<sup>rd</sup> April)

*Lab 3: Word processing*

Lecture 10: Health and Technology

Lecture 11: Spreadsheets

Lecture 12: Spreadsheets

## **Week 5** (6<sup>th</sup> April – 10<sup>th</sup> April)

*Lab 4: Spreadsheets*

Lecture 13: Software, licences, conventions

Lecture 14: LaTeX

Lecture 15: LaTeX

<b>Mid-semester break:</b> Friday 10 <sup>th</sup> April – Monday 27 <sup>th</sup> April. No lectures or labs
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## **Week 6** (28<sup>th</sup> April – 1<sup>st</sup> May)

*No labs this week*

*No lectures this week*

**Test** held on 29<sup>th</sup> April (more details will follow)

### **Week 7 (4<sup>th</sup> May – 8<sup>th</sup> May)**

*Lab 5: LaTeX – Part 1*

Lecture 16: Digital Games 1

Lecture 17: Digital Games 2

Lecture 18: Programming in Python — introduction, printing to output, variables

### **Week 8 (11<sup>th</sup> May – 15<sup>th</sup> May)**

*Lab 6: : LaTeX – Part 2*

Lecture 19: Programming in Python — loops and conditions

Lecture 20: Programming in Python — turtle graphics

Lecture 21: Programming in Python — extra examples

### **Week 9 (18<sup>th</sup> May – 22<sup>nd</sup> May)**

*Lab 7: Python Programming*

Lecture 22: Electronic Presentation, Web Design, HTML5 basics

Lecture 23: HTML5, CSS 1

Lecture 24: HTML5, CSS 2

### **Week 10 (25<sup>th</sup> May – 29<sup>th</sup> May)**

*Lab 8: Web Design – HTML5*

Lecture 25: Vector graphics and digital images

Lecture 26: Artificial Intelligence (AI) 1

Lecture 27: Artificial Intelligence (AI) 2

### **Week 11 (1<sup>st</sup> June – 5<sup>th</sup> June)**

*Lab 9: Web Design – CSS*

Queen's birthday on Monday 1<sup>st</sup> June.

Lecture 28: Revision

Lecture 29: Exam overview and revision – Last lecture ☺

### **Week 12 (8<sup>th</sup> June – 12<sup>th</sup> June)**

*No lab this week*

No lectures this week