

 <div style="display: inline-block; vertical-align: middle;"> <p>Computer Science</p> </div>	<p>COMPSCI 111 S2C - Course July 2003</p>
--	--

Introduction to Computing and Applications

Teaching Staff

Myra Cohen	Rm 465	x 84028	email: myra@cs.auckland.ac.nz
Michelle Lorenz	5 th Floor Bldg 303		email: mlor009@ec.auckland.ac.nz
Ann Cameron	Rm 367	x 84947	email: ann@cs.auckland.ac.nz

Text (recommended)

Abernethy, K. and T. Allen (1999). "Exploring the Digital Domain: An Introduction to Computing with Multimedia and Networking", Brooks/Cole Publishing Company.

Description

Part of the course focuses on the Internet and World Wide Web, providing experience in Web design and development. The rest of the course gives students the opportunity to work with a variety of applications and includes a significant section on programming Java applets for the Web. This course would suit students who want a general introduction to computing, or those students intending to major in Computer Science who want a slower introduction than the COMPSCI 101 course provides. Students may proceed from COMPSCI 111 to COMPSCI 101, subject to selection.

As part of their practical work, students will use a variety of home and office applications including word processing, painting, drawing, spreadsheets, and databases. Other topics covered include an introduction to computer graphics, user interfaces, hardware and software, and operating systems.

There are three lectures per week, and students will be required to attend one three-hour laboratory per week.

Assessment

Your final grade will consist of 15% practical, and 85% theoretical components. The theory component will consist of a test worth 20% and a final exam worth 65%. This course is designated as being of a practical nature. This means that **you must pass BOTH** the practical and the theoretical components.

Practical	15%		Practical	15%
Theoretical	85%		Test	20%
			Exam	65%

Theory

The test is worth 20% of your final mark, and will be held on Tuesday 26th August at 6:30 pm. The rooms allocated for the test will be announced later in the course. The final exam is worth 65% of your final mark. An examination timetable will be sent to you by the registry at the end of semester.

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 should ask the registry for an application form for consideration. Also note that you can ask the registry to let you have extra time for the test/exam if you suffer from a disability, or are pregnant

Practical

Each student in COMPSCI111 will have to attend one 3 hour lab each week. All of the labs for COMPSCI111 are conducted in the Computer Tutorial Laboratory (OTL), room 131, which can be found in the old Undergraduate Laboratory. You do not have to book computers for use during the lab which you have signed up for, and may use any computer in the OTL during your lab time.

You must complete all the tasks set in the labs, 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 an *Assignment Cover Sheet*, which are available from the basement of the Maths/Physics building. Your assignment should be submitted to the hand-in box (located in the OTL) before the start of your next lab. Assignments handed in late will be penalized, and they will not be accepted if they are more than a week overdue.

Laboratories

You will have been assigned a lab time. You should attend the same lab time each week. The Undergraduate Laboratory is located on the first floor of the Maths/Physics Building. The opening hours are 8am - 11pm during weekdays and 9am - 9pm on weekends. Hours are reduced during study breaks and may be extended during times of heavy usage (near the end of semester). You may use the computers anytime during these hours. The OTL labs can only be used during the specified lab times. The software is the same in both labs. All students who want to book extra time can do so in the main UGL lab.

Note: The main UGL lab is now located in the new extension to the Maths/Physics building.

Your First Lab

When you arrive at the OTL (Rm:131), 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 requires a login name and password. You must log into the computers every lab and you will use the same login name and password through the entire course, so don't forget them.

Please bring one floppy disk (available from most stationary stores and from the Student Resource Center) to your first lab. This disk should be IBM formatted by preference, but if you have a Macintosh disk, it will be equally good. You should also bring your Student ID to your first lab time.

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