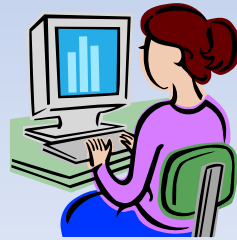


CompSci 111/111G

Introduction to Practical Computing

Labs



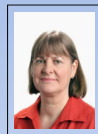
Course Coordinator / Lab Supervisor

- Ann Cameron
- Room 413, Level 4, Maths & Physics Building
- Email: ann@cs.auckland.ac.nz
- Office Hours: Visit any time (or email for appointment)
- Check timetable on office door

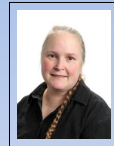


Personal Support for Computer Science Students

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Ext: 87087
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Need to talk to someone?
We are here to listen & help!
Come and talk to us.



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Labs



- Labs are compulsory.
- Labs are worth 30% of your final grade.
- 9 labs altogether
- 1 lab session each week
- Must attend your own lab time
- Must get at least 50% of your total lab mark (i.e. 15 out of 30) to pass the practical part of the course

Lab Attendance Mark

- 10% of each lab is for attending your lab session and being on time.
- Please ensure you arrive on time to get your attendance mark.
- Your lab tutor will sign your attendance sheet after you have completed a certain portion of the lab.

Lab Assignments



- The tutor will explain the topics that will be in the lab and get you started with the lab.
- Work through the lab at your own pace and ask for help when you need it.
- We are here to help you 😊
- Please bring a pen, your Student Id card and flash drive to every lab session.

When is lab assignment due?



- You have a few days to finish off each lab 😊
- Each lab must be handed in to the hand-in box no later than 5 minutes before the beginning of your next lab.
- Marker will collect lab assignments from the hand-in box at the start of your next lab

To pass the course



- Need to pass **both** the practical component and the theory component.
- **Theory:** Test 20% + Exam 50%
 - Need to get at least 35 out of 70 to pass the theory component
- **Practical:** Labs 30%
 - Need to get at least 15 out of 30 to pass the practical component