

**Computer Science 102**  
**Computer Science II**  
**Spring 2006**  
**Syllabus**

**Instructor**

Dr. Timothy Davis  
McAdams 303  
656-0309  
Office hours: T 3:30-4:30, W 3:00-4:00 (or by appointment)  
tadavis@cs.clemson.edu

**Class Meeting Times**

TTh 2:00–3:15 McAdams 232

**Course Webpage**

<http://www.cs.clemson.edu/~tadavis/cs102/>

**Textbooks**

Kenneth A. Reek, *Pointers on C*, Addison Wesley, 1998.

Bruce Eckel, *Thinking in C++, Volume 1 (Second Edition)*, Prentice Hall, 2000. (Also available at [www.BruceEckel.com](http://www.BruceEckel.com).)

**Grading**

Final grades will be based on programming assignments, a midterm test, and a final exam with appropriate weights based on difficulty. Letter grades will be based on a 10-point scale.

Labs	20%
Projects	45%
Midterm	15%
Final Exam	20%

The date of the Final Exam is Monday, May 1, 6:30-9:30 p.m.

## Course Guidelines

To be successful in this course, you must follow several guidelines, listed below.

- **Attendance** Attendance is required.
- **Labs** The lab TA will set up guidelines for the lab. If you have a problem with anything related to the labs, please see the TA first.
- **Independent Work** You must work on labs and projects independently, unless explicitly stated otherwise. Cheating of any kind will not be tolerated and will result in significant penalties. Cheating involves any viewing, copying, or discussion of code from other students, whether enrolled in this course or not. Additional clarifications on cheating may also be made during the course of the semester. Please seek help from me only.
- **Class Cancellation** Students are expected to wait for 20 minutes after the scheduled class starting time before leaving if the instructor is late.

## Programming Assignments

Programming assignments constitute a significant portion of your grade for the course; therefore, you should spend the majority of your time for this course working on them.

The projects will focus on a ray tracer graphics rendering application. The ray tracer will be implemented across several projects during the semester.

Please note the following project guidelines:

- **Source Code** All programs must be written in C or C++ (as directed in the project specifications) and must compile on the Computer Science Unix system. A 50% penalty will apply to code that does not compile (or that does nothing). Programs will be submitted using the `handin` command.
- **Deadlines** Deadlines will be enforced, with late work accepted only under extreme circumstances.
- **Style** Please format your code in a readable manner, using the style guidelines from last semester, with additions given this semester.