

# Teaching information for 300-level COSC students in 2019

## Welcome to third year!

This page gives you the information you need to know about 300-level COSC courses in the first semester, along with some general guidelines on working at 300-level in the department.

## Announcements

- Get involved in programming contests! Watch your email for details...

## Papers in semester 1

Course co-ordinators are shown in **bold face**. Log into [eVision](#) for tutorial and lab streaming information. Essential changes to tutorial stream will be handled by course co-ordinators if you are unable to make the changes yourself.

You can help yourself to the [information available through the Otago Timetable System](#).

Paper	Schedule (per week)	Lecturer(s)
COSC326 Effective Programming	<ul style="list-style-type: none"> <li>• No lectures</li> <li>• One town hall meeting</li> <li>• Two two-hour labs</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Andrew Trotman</b></li> <li>• Hamza Bennani</li> <li>• Murray Tannock</li> </ul>
COSC341 Theory of Computing	<ul style="list-style-type: none"> <li>• Two one-hour lectures</li> <li>• Two two-hour tutorial</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Yawen Chen</b></li> <li>• Alex Gavryushkin</li> </ul>
COSC342 Computer Graphics	<ul style="list-style-type: none"> <li>• Two one-hour lectures</li> <li>• One two-hour lab</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Stefanie Zollmann</b></li> <li>• Steven Mills</li> </ul>
COSC343 Artificial Intelligence	<ul style="list-style-type: none"> <li>• Two one-hour lectures</li> <li>• One two-hour tutorial</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Lech Szymanski</b></li> </ul>
COSC345 Software Engineering (First half of full-year paper)	<ul style="list-style-type: none"> <li>• One one-hour lecture</li> <li>• One one-hour tutorial</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Andrew Trotman</b></li> </ul>
COSC301 Network Management	<ul style="list-style-type: none"> <li>• Two one-hour lectures</li> <li>• Two two-hour labs</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Zhiyi Huang</b></li> <li>• Haibo Zhang</li> </ul>

## Internal assessment

Paper	Percentage of final mark	Notes
COSC326	100%	All assessment happens in class or in labs.
COSC341	30%	
COSC342	40%	<ul style="list-style-type: none"> <li>• No lab in week one.</li> <li>• 5% internal assessment from blackboard discussion and participation.</li> </ul>
COSC343	40%	
COSC345	40%	A whole-year group project in four parts, each worth 10%
COSC301	50%	<ul style="list-style-type: none"> <li>• 35% for assignments + 15% for lab assessments</li> <li>• Labs start in week 1 (check paper web page for details).</li> <li>• Students must achieve 40% or above in the final exam to pass.</li> </ul>

## Semester 1 Assignment schedule

- Note that ANZAC Day falls in week 8 (Wednesday April 25th)

Week	begins	COSC301	COSC341	COSC342	COSC343	COSC345
1	[2019-02-25 Mon]					
2	[2019-03-04 Mon]					
3	[2019-03-11 Mon]					
4	[2019-03-18 Mon]	Mon 10%				

Week	begins	COSC301	COSC341	COSC342	COSC343	COSC345
5	[2019-03-25 Mon]		Thu 10%		Tue 14%	
6	[2019-04-01 Mon]			Mon 15%		
7	[2019-04-08 Mon]					Mon 10%
8	[2019-04-15 Mon]					
-	[2019-04-22 Mon]	n/a	n/a	n/a	n/a	n/a
9	[2019-04-29 Mon]	Fri 25%	Mon 10%			
10	[2019-05-06 Mon]					
11	[2019-05-13 Mon]				Tue 14%	
12	[2019-05-20 Mon]		Fri 10%	Mon 20%		
13	[2019-05-27 Mon]	n/a	n/a	n/a	n/a	Mon 10%

## Papers in semester 2

- COSC326 Effective Programming
- COSC344 Database Theory and Applications
- COSC345 Software Engineering continues from semester one
- COSC346 Object-Oriented Programming and User Interfaces
- COSC360 Computer Game Design

## Departmental web presence

The department has significantly reduced its use of printing, so dissemination of information through the department's web site (<http://www.cs.otago.ac.nz/>) is the norm. Please explore this site. Also, the department has a Facebook page (like it if you like it!) <https://www.facebook.com/ComputerScienceOtago>.

## E-mail

Much departmental communication is based on e-mail. All emails from this department to you will be sent to your university-provided student e-mail address. If you want your e-mail delivered to some other address, it is up to you to arrange this. Please make sure you read your e-mail frequently.

## Computing facilities

You will need a usercode for a CS account to use machines in any of the labs. Most of you will already have such an account, but for students who do not have one, please visit cshelp (i.e., the department's IT team, above the CS office). Note that use of your CS account implies agreement to abide by our rules and regulations as well as official OU policies / computer regulations, links to both of which are at <http://www.cs.otago.ac.nz/student/resreg/resreg.php>.

## Weekly seminars and other (non-departmental) events of interest

As our senior students, you are invited to come along to the department's seminars. Seminars are held on Fridays from 1–2pm, in Owheo G34. The atmosphere is informal, and many interesting topics are discussed. This is your chance to learn about things we cannot include in the lectures, and to get a taste of research in computer science. Also, as soon-to-be graduates, you might also consider attending the monthly Codecraft Dunedin meetings <http://www.meetup.com/Code-Craft-Dunedin/>

## Guidelines for using department premises

The department's home is the Owheo building (133 Union St East). As COSC students, you have 24-hour access to the building. We are a happy department because we all trust one another not to abuse privileges.

- Computer Labs: Your practicals will be in the computer labs in the Owheo building. We trust you to use the lab machines only for email and study-related uses, not for downloading video files, or accessing offensive material. We trust you not to eat or drink in the labs.
- Ground floor common room: This is an area set aside for you to relax, eat, drink, and chat. Feel free to use the kitchen facilities. We expect you to tidy up after yourself and in general to be unobtrusive and considerate of others.

## Guidelines on copying and plagiarism

In your assignments and coursework, a simple honour system applies. The basic idea is that *you should never submit for assessment any work except your own*. Any exceptions to this rule, e.g., for group work, will be clearly indicated by lecturers. Since communication with your fellow students and tutors is an important part of learning that we don't want to limit unduly, let's look at some examples of what is normal and acceptable, and contrast these with examples of what is dishonest and unacceptable. First, note that there is a difference between routine lab work and assignments. During routine labs, discussion with fellow students is encouraged. But an assignment is like a take-home exam—it is essential that you do it all on your own.

- During routine lab work, it is acceptable to sit down, before coding, and discuss various approaches to the problem with others. But it is not acceptable to ride on the backs of fellow students like a parasite, slurping up their proposed solutions without making the effort to contribute and then regurgitating their work as your own.
- During routine lab work, it is acceptable, when having trouble with code, to consult a teaching fellow, demonstrator, or friend and for them to point out syntax errors or comment on your general approach. But it is not acceptable to ask anyone to write your code nor to copy code that someone else has written.

In some labs, code will be provided to help you get started, but you are expected to produce all remaining code yourself. Using someone else's code is cheating. The University takes a very serious view of dishonest practices, and the Department regularly runs software to detect similarities between programs

submitted for assignments. It is hard to fool us. Cheating is simply a bad idea.

What the University has to say, is in the next section, and further information is provided in the [Academic Integrity Policy](#), and the [Student Academic Misconduct Procedures](#)

## **Academic Integrity**

Academic integrity means being honest in your studying and assessments. It is the basis for ethical decision-making and behaviour in an academic context. Academic integrity is informed by the values of honesty, trust, responsibility, fairness, respect and courage. Students are expected to be aware of, and act in accordance with, the University's Academic Integrity Policy. Academic Misconduct, such as plagiarism or cheating, is a breach of Academic Integrity and is taken very seriously by the University. Types of misconduct include plagiarism, copying, unauthorised collaboration, taking unauthorised material into a test or exam, impersonation, and assisting someone else's misconduct. A more extensive list of the types of academic misconduct and associated processes and penalties is available in the University's Student Academic Misconduct Procedures. It is your responsibility to be aware of and use acceptable academic practices when completing your assessments. To access the information in the Academic Integrity Policy and learn more, please visit the University's Academic Integrity website at <http://www.otago.ac.nz/study/academicintegrity> or ask at the Student Learning Centre or Library. If you have any questions, ask your lecturer.

## **Students with disabilities**

Students with enquiries about disabilities of any kind, including temporary ones, should contact Kaye Saunders ([kaye@cs.otago.ac.nz](mailto:kaye@cs.otago.ac.nz); 03 479 8397) for further information.

## **Māori and Pacific students**

Alistair Knott ([alik@cs.otago.ac.nz](mailto:alik@cs.otago.ac.nz)) is the department's Māori support person (kaikaiawhinawhina), and also has links with the Pacific Island centre. If you would like information about support or mentoring, or have any questions, please contact Alistair.

## **Special consideration and impairment of performance**

Students wishing to claim special consideration (e.g. due to impairment of performance) in a final exam should do so through [eVision](#).

## **Finally**

We hope that you have an enriching and enjoyable year!