

# programming

Patrick Collin Eye

August 28, 2017

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	Computer Programming	
	Collin Eye patrick.collin.eye@gmail.com 214-543-1776	

## 1 Description

We'll learn how computers work, and how we interact with them using programming languages. Students we'll learn the fundamentals of hardware (CPU, memory, I/O), as well as binary, machine code, assembly, loops, control flow, variables, pointers, functions, arrays, and custom data structures. We'll design programs as a group, study them between classes, and experiment individually to make the changes you wanna see to a program.

## 2 Grading

Grades will be assigned based on class participation (i.e. asking questions, listening to others respectfully, and focusing on the current activity, whether that be coding or lecture).

Students will be given code samples to take home, as well as a copy of the current program we're working on in class. For the code-samples you'll be asked to explain what you think program does. For the current program you are expected to review it and write down any questions you have for us to go over in class the following week. You're are no bad questions, and there's

no penalty for incorrect explanations, but you will be asked to correct any mistakes the following week. These assignments should take 30 minutes to complete. There will also be a few questions asking about things we covered in class; good note taking should make answering these questions trivial.

50% Class participation. 50% Handouts.

Late work will be accepted without a penalty, but keep in mind that the longer you put it off the harder it is to keep up.

### **3 Materials**

Students should bring a notebook and pen/pencil to class, as well as all the handouts they've received throughout the semester.