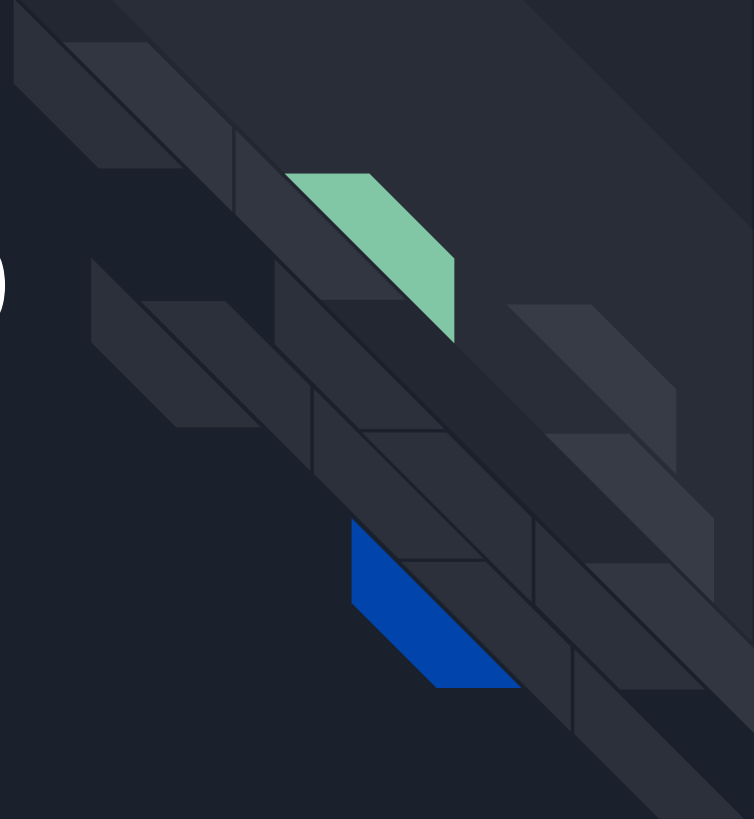# ECEn 224

"Once testing starts, I'm required by protocol to keep interaction with you to a minimum. Luckily, we haven't started testing yet. This will be our only chance to talk."
-    GLaDOS

Class Structure (Syllabus Info)

Lectures

- Lectures are every **Monday, Wednesday, Friday** from **10:00 AM to 11:50 PM**

- TAs will have their office hours posted by Friday afternoon

  - The hours are listed in Learning Suite as well as on the classroom website under (TA hours)

- <u>Attendance is required.</u>

- "Suggestions for Success:"

  - Do the assigned reading quizzes <u>before</u> coming to class

  - Prepare for the Labs before class (more on this later)

  - Submit everything on time!!

  - Don't let yourself fall behind - catching up is very hard

- There are random in-classes quizzes to confirm your understanding

Labs

We will talk more about labs… in lab

There are 11 (likely fewer) labs in this class, which means that each one is work close to 4% of your grade.

Labs will build on each other - if you haven't done the previous one you can't do the next one

Always bring your Raspberry Pi! You cannot do the lab without it.

Lab pass offs are worth 4x as more to your grade as the READMEs. Do not let the passoff be late! Late penalty is 10% per day.

Lab are due before class on the day of the next lab (i.e. Mon Wed at 1PM).

Assembly Assignments

There are two programming assignments (sometimes also called labs) in this class:

- The Bomb Assignment / Lab
  - Averages ~10 hours
  - reading and understanding assembly code
  - This lab is difficult to understand!
- The Attack Assignment / Lab
  - Averages ~5 hours
  - writing and implementing assembly code on the stack

Both of these labs require that you either SSH into or be at one of the lab computers. These assignments will come in the middle of the semester, and for some will hit pretty hard :(but you can do it! Come to TA hours and lab times, and we will help you! My only tip for right now is do not shove them off when they arrive.

Homework

- All the homeworks are open already - you <u>don't have to do them all right now!</u>

- There is no late submissions for the homeworks because of the way LS works

- While you can't copy each others HW, you should work together on it.

- HW is your main study tool for the concepts in this class.

- When you have troubles with Learning Suite or grades, talk to a TA or to me first, we can get you help the fastest.
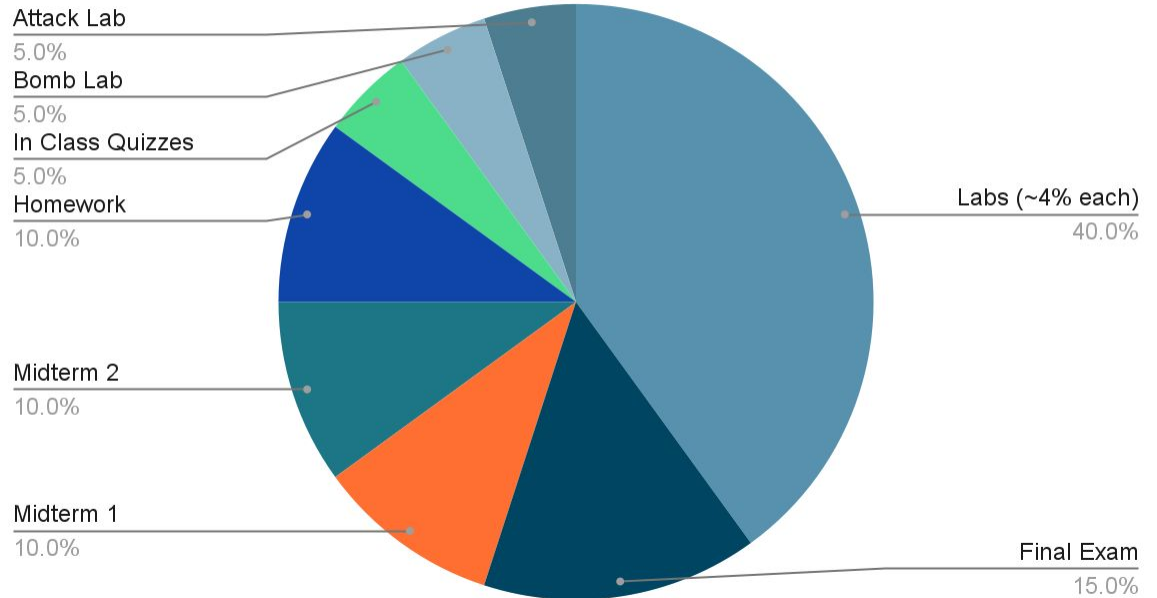
Games (...exams)

- Two regular season games during the semester.
- Games are worth:
  - Game 1: 10%
  - Game 2: 10%
  - Playoff Game: 15%
- All games will be played in the Gaming Center.
- Regular Season Games
  - Game 1: Monday, May 20th to Tuesday, May 21st
  - Game 2: Tuesday, June 4th to Wednesday, June 5th
- Playoff Game
  - Thursday, June 20th to Friday, June 21st
- If you cannot play a game (extenuating circumstances), you must contact the professor **before** game time.
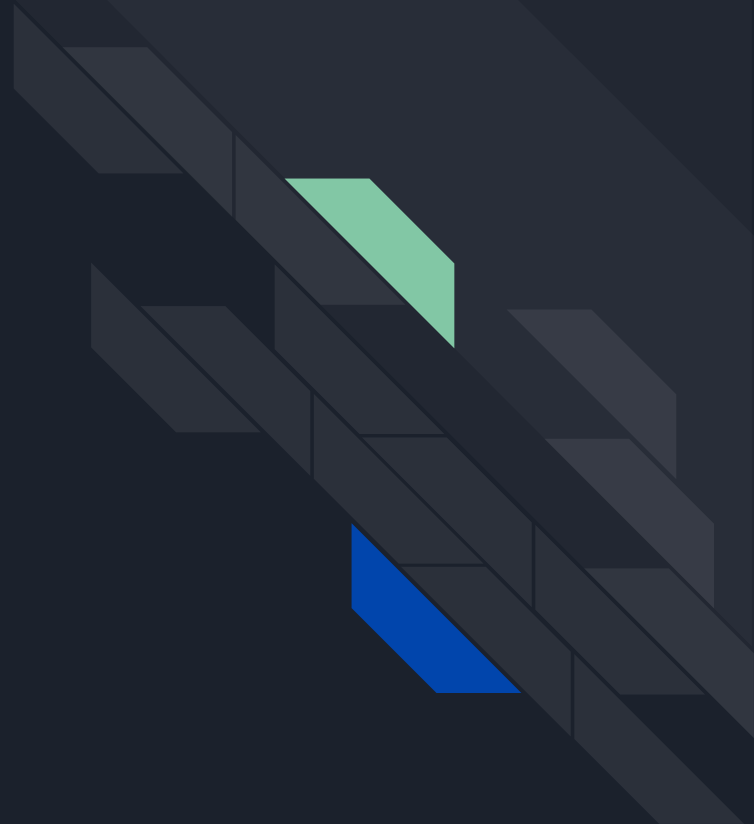- Attempting to access old exam questions from other sources is considered a violation of Honor Code.

Grades

Grade %	Letter
94	A
90	A-
87	B+
84	B
80	B-
…	…

Grade Breakdown

Attack Lab 5.0%
Bomb Lab 5.0%
In Class Quizzes 5.0%
Homework 10.0%
Midterm 2 10.0%
Midterm 1 10.0%
Labs (~4% each) 40.0%
Final Exam 15.0%

How to Survive (!!!)

My Top Tips

- Do not sleep through the lectures! That is hard to do sometimes… especially with 2 hour lectures. However, the only way you will learn the concepts is by listening to what Dr. Lee says and asking questions. We don't have enough office hours to give you lectures that you missed.

- There is a textbook for this class! I haven't read a ton of it, but many students have found the practice problems in later sections very helpful for studying concepts. They also like some of the explanations it gives on confusing topics.

- This class dives into C programming and assembly - some of the deepest darkest bits of computational knowledge. We know that you are new to this!!! Don't expect to understand every tiny detail. Look for skills and patterns, and build knowledge a bit at a time.

My Top Tips

- When we get to the labs - <u>READ THE LABS</u> before you do them! The best way to do these labs is once. Sit down, read the lab, and make a plan in english before you start writing code. If you don't understand a design requirement, ask before you code it wrong. The worst thing you can do in lab is have to do it again and waste your own time.
- If you are slipping, reach out immediately! This class moves quickly and builds on itself. As soon as you feel like you aren't on pace and you don't know how to get back on pace, reach out to a TA or to me. Don't let pride or fear get in the way of a good grade you deserve.