

## The Instructor

- Dr. Robb T. Koether
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## Introduction

- The class meets in Bagby 020 at 12:30 - 1:20 MWF
- The text for the course is OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 4.5, 9th ed., by Graham Sellers, John Kessenich, and David Shreiner, ISBN 0-13-449549-7. You can also use the 8th edition, which is nearly identical. The 8th edition is available in PDF online at [http://people.hsc.edu/faculty-staff/robbk/Coms331/Red Book](http://people.hsc.edu/faculty-staff/robbk/Coms331/Red%20Book.pdf).
- The website for the course is at <http://people.hsc.edu/faculty-staff/robbk/Coms331>.

## Grading

There will be numerous computer assignments, two tests, and a final exam. In the final average, these will have the following weights:

| Category           | Weight |
|--------------------|--------|
| Assignment average | 50%    |
| Test average       | 30%    |
| Final exam         | 20%    |

## Computer Assignments

You will find these assignments to be challenging. You will want to get an early start on each assignment. Otherwise, you will not be able to finish them.

When you turn in an assignment, it will be tested thoroughly. Then I will read your program carefully to see exactly how you solved the problem. I will assign a grade to your project based on the following areas.

- Execution – Did your program meet all the specifications when tested?
- Design – Is the problem properly divided into smaller problems, each handled by a different function?
- Implementation – Are your program statements and functions correct?
- Style – Did you follow the guidelines of programming style?

These four areas will be weighted as follows.

| Category       | Weight |
|----------------|--------|
| Execution      | 40%    |
| Design         | 10%    |
| Implementation | 40%    |
| Style          | 10%    |

There will be numerous assignments, sometimes one every day. Many of them will be simple programming exercises meant to reinforce a point made in class. Others will be components of a larger project that will be developed over a period of weeks. There will be two of these larger projects. One will be a one-dimensional game and the other will be a two-dimensional game. Most assignments will not be graded individually, but you are expected to do them. Occasionally I will collect and grade an assignment, which will often be an accumulation of previous assignments.

The computer projects are pledged. You may get help from me and the lab assistants on duty, but no one else. You may look at books and class notes, but under no circumstances are you to look at any part of another student's program. That would be an honor code violation. Every programmer has his own style. Your program should not closely resemble any other program.

## Tests

You should make every conceivable effort to be present and prepared for an hour test. If you do not feel that you are prepared, you must take the test anyway. The only valid excuses for missing a test are listed below. If you foresee that you must miss a test, then you must make arrangements before the absence to take the test. If you miss a test for a reason that is less than compelling, you will not be allowed to take the test later. If you miss a test, it is essential that you contact me and make arrangements at the earliest possible moment. Failure to follow this policy will invalidate any excuse.

When you study for a test, do not attempt to do all of your studying in one night. Instead, spread your studying out over several nights. On the night before a test, the most important thing you can do is to get a good night's rest. Do not drink alcohol on the two or three days before a test. If you do, it will affect your ability to concentrate, think logically, and recall facts. In other words, it will make it look as if you didn't study.

The test schedule is as follows:

| Test | Date        |
|------|-------------|
| #1   | Fri, Sep 29 |
| #2   | Fri, Nov 10 |

## Final exam

The final exam will be cumulative. It will be given in Bagby 020 on Thu, Dec 7 at 9:00 am. Everyone must take the exam. Read the Examination policy in the Academic Catalogue.

## Attendance

Read the Class Attendance policy in the Academic Catalogue. Attendance will be checked at the beginning of each class. If you arrive late, you will be counted absent. If that happens and you would like to be marked present, see me after class and I will mark you “late,” not “absent.” Otherwise, late arrivals and absences will all count as absences. Each late arrival counts as half an absence. When assigning final grades, attendance (including late arrivals) will be taken into account.

The only valid excuses for missing class are

- An illness which required a doctor’s visit. Provide a note from the doctor containing the date of the visit, the doctor’s signature, and the doctor’s telephone number.
- An approved college activity that can be verified.
- Any absence excused by the Dean of Students.
- A true emergency. Details will need to be provided.

| Absences | Action                    |
|----------|---------------------------|
| 0 - 2    | Grade bonus (+3 points)   |
| 3 - 4    | Neutral                   |
| 5 - 6    | Grade penalty (−3 points) |
| > 6      | Withdrawal                |

A warning letter will be sent out after the 6th absence.  
The last day to drop a course without a grade of WF is Oct 20.