

Administrative Information

This summarizes important course information. Please read this entire handout carefully.

1. Getting on the Web

1.1 Get an Account on the APL Sun system

If you haven't done so already, log into `apl.jhu.edu` with account name "newuser". You will be prompted for your SSN, your registration record will be verified, and your account reactivated with the previous password. You can login in the K-22 computer room, via the Internet, or via modem. There are handouts in K-22 giving the modem access numbers and related information. If you have not had an account previously, you will be issued a new password; be ready to take down your password quickly as it may disappear from the screen after a few seconds. If you need help, check with the lab proctors. This summer lab assistants will be available on Monday and Tuesday evenings (Mondays through Thursdays for the first two weeks only).

There is no requirement that the work be done on the APL system. If you have Windows 95, 98, 2000, or NT; OS/2; MacOS; or Unix (including Linux), you can install free versions of Java and a Java-enabled browser. Most assignments require your work to be Web-accessible. For this, you simply upload the result to APL when done (be sure to test it!), or put it somewhere else if you have an ISP for home or a work machine on the Internet. *It may be much more efficient to edit, compile, and debug at work/home and then to ftp the results to `aplcnmp` or your ISP than to try to remotely edit code that resides on `aplcnmp`.* However, even if you post your results to a commercial ISP, you should still get an account on the APL system, since there may be some projects (e.g. servlets and JavaServer Pages) that require capabilities not available on your other system.

1.2 Set Up Your Account for Web Access

Once your account is active, login and do "ls" to verify that you have a subdirectory called "public_html". If not, do "mkdir public_html" and "chmod a+x public_html" to create it and make it readable by the Web server. If you plan on actually developing your code from the K-Center xterminals, I strongly recommend you use "xemacs" for editing. Emacs understands HTML and Java syntax and has all the major editing commands from a pulldown menu.

2. Homeworks and Grading

Each assignment will be given a letter grade based on the usual scale (A=4, B=3, etc.). Pluses and minuses are worth 0.3 (A- =3.7, B+ = 3.3, etc.), with the exception that an A+ is worth 4.1. A+ is rarely given; a perfect or near-perfect assignment is normally an A, and a very good one with minor problems is an A-. **Final grades will be based on the weighted average of the assigned programming projects.** Assignments will be weighted by the number of weeks given to complete them, so that two-week assignments will be counted as two one-week assignments. **There will be no exams, and grades will not be curved. I will simply compute the weighted average, round to the nearest whole number, and take the letter grade from that (4=A, 3=B, 2=C).** In general, late assignments will not be accepted unless I am contacted be-

fore the assignment is due. I prefer assignments on 8.5 x 11 paper, not in folders or binders, with a single staple in the top left corner.

The URL or pathname must be shown prominently and clearly at the top of the first page as I will be checking programs on-line. This means that although WWW pages and Java programs can be developed anywhere, when they are submitted they must also be placed in a location that is Web accessible. Please include hardcopy of the code and any relevant test cases. Again, list the URL prominently on the first page. *Be sure to test your code using the exact same URL, not just from your local disk.*

Regarding academic standards, students are free to look in any textbook, public WWW page, Usenet group, or to *speak* to anybody about an assignment. As in all courses, these sources should be listed if used. You are free to adapt code out of texts, journals, WWW sites, or other public sources, as long as these references are listed. Of course, such code will still be graded based on the standards and style covered in class, and using code you don't completely understand may be to your detriment in the long run. But despite the questionable wisdom of doing so, adapting code from "public" sources is permissible. However, adapting code is *not* permissible with regards to other individuals, in contrast to standard sources. **Copying of code from individuals, whether or not they are 605.481 students, is not allowed even if it is adapted and the source referenced.** Not all situations fall neatly into either category: please contact me if you are unsure.

3. Prerequisites

I expect all students to have experience programming and to understand the basics of software design, debugging, and data structures. I am also assuming some familiarity with C++ (or Java), since C++ was the former standard language for the JHU MS program. However, since many people entered the program after the switch to Java, I am *not* assuming you know *anything* about Java. I also do not assume that you know anything about HTML, HTTP, servlets, or JavaServer Pages. If you know neither C++ nor Java, you will want to carefully review the chapters that introduce basic Java syntax and object-oriented programming, and can expect to spend some extra effort compared to other students, especially on the first two Java-related assignments. I also assume that you can use a Web browser and know enough about Unix to get on the APL system, edit a file, send and receive email (I recommend "pine" if you do mail directly from aplcenmp; many students prefer to create a *.forward* file), edit a file and print the results. For editing, I very strongly recommend "xemacs" if you will work in the K-Center or via an X connection. If you work from home, edit and compile/debug directly there, and upload the results when done (test once more to be sure you transferred everything, though!). Don't try to remotely edit and compile code; that is too cumbersome. See Marty Hall's Java resource page for good programming editors for Windows, MacOS, and Unix at <http://apl.jhu.edu/~hall/java/>.