

## Comp101 Fall 2007 Syllabus

Last updated: Sep 16, 2007

**Introduction.** Welcome to Comp101. This course introduces students to the principles of computation. Upon completion of Comp101, students should be able to explain and apply the basic methods from programming languages to analyze computational systems, and to generate computational solutions to abstract problems. Comp101 is the main prerequisite to most of the computer engineering curriculum.

**Getting Help.** Substantial weekly programming assignments are an integral part of the course. You must make a serious attempt at all the assignments to pass this course. Please plan to spend 8-12 hours a week in the computer labs. Help from lab assistants on programming assignments will be available at ENG-B19 (x2552) and ENG-B20 (x2553) Monday through Thursday 17:00-21:00. Students off campus may contact the lab assistants by phone or via email at [comp101help@ku.edu.tr](mailto:comp101help@ku.edu.tr) during these hours. The course will make use of the Linux operating system, available in the following computer labs: ENG-B19, ENG-B20, SOS-180 and ENG-Z21. If you would like to access the lab computers from outside the campus or set up your own computer for course work please consult one of the lab assistants. Any problems with school computers can be reported using <http://trackit.ku.edu.tr>. For all other course related problems please email [comp101help@ku.edu.tr](mailto:comp101help@ku.edu.tr).

**Online Resources.** All handouts and course related information are available at the <http://ais.ku.edu.tr/course/10328/Default.html>, which is accessible through KUAIS: click on Academic, Courseware List and look under Computer Engineering Courses.

Problem sets will be submitted online at <http://etutor.ku.edu.tr/comp101>. The first time you use the etutor, please click the Register button to receive a username and password.

**Lectures and Labs.** There are two lectures every week. Attendance in lectures is required. Also, ENG-B19 and ENG-B20 are staffed with lab assistants Monday thru Thursday 17:00-21:00 to help you with your programming assignments.  
TU-TR 14:00-15:15 ENG-B29

**Lecturer:** Deniz Yuret, ENG-118, x1724

**TA:** Mehmet Ali Yatbaz, ENG-228, x2641

**TA:** Ahmet Engin Ural, ENG-228, x2641

Please email [comp101help@ku.edu.tr](mailto:comp101help@ku.edu.tr) to contact the course staff.

**Textbook.** The textbook for this course is *Structure and Interpretation of Computer Programs, Second Edition* by Abelson, Sussman, and Sussman. This book can be obtained from the school book store. In addition, an online version is available, and can be found through the link on the course web page.

**Grading.** Your grade in Comp101 will be determined by the following tentative weighting: Two midterms (40%), final exam (25%), projects (25%), problem sets (10%). These percentages are subject to change at the instructor's discretion. Most importantly, *you must complete the projects to pass the course*. A passing grade based on the other factors may be converted to a failing grade under the following conditions:

- If you do not turn in all the projects, where turning in means including a serious attempt to complete each problem.
- If you miss more than one third of the lectures.
- If you copy another person's work and represent it as your own in any single problem set, project, or exam.

### Schedule.

Sep 18 Introduction to computation	Nov 13 Environment model (3.2)
Sep 20 Basic Scheme (1.1)	Nov 15 Object oriented systems I (PS7)
Sep 25 Substitution model (1.1)	Nov 20 Object oriented systems II (PRJ3)
Sep 27 Recursion and iteration (1.2) (PS1, PRJ0)	Nov 22 Review
Oct 2 Orders of growth (1.2)	Nov 27 Midterm 2
Oct 4 Higher order procedures (1.3) (PS2)	Nov 29 Interpretation (4.1)
Oct 9 Pairs and Lists (2.2) (PS3)	Dec 4 Meta-circular evaluator (4.1) (PS8)
Oct 11 Seker Bayrami	Dec 6 Meta-circular evaluator (4.1)
Oct 16 Review (PRJ1)	Dec 11 Register Machines (5.1) (PRJ4-1)
Oct 18 Midterm 1	Dec 13 Explicit Control Evaluator (5.4) (PS9)
Oct 23 Data abstractions (2.1)	Dec 18 Computability
Oct 25 Program methodology	Dec 20 Kurban Bayrami
Oct 30 A picture language (2.2.4) (PS4)	Dec 25 TBA
Nov 1 Symbols and quotation (2.3)	Dec 27 TBA
Nov 6 Mutation (3.1) (PS6)	Jan 3-15 Final Exams
Nov 8 Graphs and Tables (3.3)	