This course covers the following topics:

- Correctness and complexity
- Divide and conquer
- Graph algorithms
- Greedy algorithms
- Dynamic programming
- Complexity classes
- Reductions
- Approximation algorithms

Instructor: Christopher Siu, cesiu@calpoly.edu
Lectures:
Section 05: TR, 4:10pm–5:30pm, Computer Science (014–253)
Section 09: MWF, 4:10pm–5:00pm, Architecture and Environmental Design (005–225)
Labs:
Section 06: TR, 5:40pm–7:00pm, Computer Science (014–301)
Section 10: MWF, 5:10pm–6:00pm, Computer Science (014–301)
Office Hours: MTWRF, 2:10pm–4:00pm, MW, 8:10am–11:00am, Computer Science (014–238G)
Course Website: You will find all course information on PolyLearn. This syllabus is at https://users.csc.calpoly.edu/~cesiu/csc349/syllabus.pdf

Supplementary Texts:

Grade Breakdown:

<table>
<thead>
<tr>
<th>Component</th>
<th>Weightage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Homework</td>
<td>0%</td>
</tr>
<tr>
<td>Quizzes (5)</td>
<td>30%</td>
</tr>
<tr>
<td>Assignments (8)</td>
<td>40%</td>
</tr>
<tr>
<td>each</td>
<td>6%</td>
</tr>
<tr>
<td>Final Exam</td>
<td>30%</td>
</tr>
<tr>
<td>A</td>
<td>92%</td>
</tr>
<tr>
<td>B</td>
<td>82%</td>
</tr>
<tr>
<td>C</td>
<td>72%</td>
</tr>
<tr>
<td>D</td>
<td>60%</td>
</tr>
<tr>
<td>F</td>
<td>below 60%</td>
</tr>
</tbody>
</table>

- plus and -minus grades at 2% offsets. Rounding done on a case-by-case basis.

Homework and Quizzes:
There will be a quiz given at the beginning of class every other Thursday or Friday, beginning with the second full week of instruction, except when there is an academic holiday. There will be no make-up quizzes. Homework will not be collected, however, quiz problems will be drawn from the homework or based on those in the homework.

Assignments:
Programming assignments will consist of the following:

Pseudocode: A language-agnostic description and analysis of your solution, which must be demoed by the end of the lab period on the day the assignment is due. You are expected to come to lab prepared to demo.

Implementation: The source code of your solution, which must be submitted electronically via GitHub Classroom for automated grading at the end of the day the assignment is due.

Programming assignments may be submitted up to one class day late for up to 70% credit.
Important Dates:
- Common Final Exam: Tuesday, December 10\textsuperscript{th}, 7:10pm–10:00pm, Graphic Arts (026–104)
- No Class:
  - Monday, November 11\textsuperscript{th}
  - Monday–Friday, November 25\textsuperscript{th}–November 29\textsuperscript{th}

Whom to Contact:
Contact your fellow students if you have missed class and want to know what was covered; I will not reiterate lectures if you miss class. Contact me with all other questions, including any questions about grading.

Students with Disabilities:
If you have a disability for which you are or may be requesting an accommodation, you are encouraged to contact both your instructor and the Disability Resource Center, Building 124, Room 119, at (805) 756–1395, as early as possible in the term.

Classroom Etiquette:
You are free to use computers, tablets, phones, or other electronic devices in the classroom, except during quizzes and exams. However, out of respect for your classmates, please silence your devices and consider sitting in the back. If I feel that you are distracting your classmates, I may ask you to put away your device(s).


Attendance:
Attendance is always expected but only required on days when a quiz is given or an assignment is due.

Academic Integrity:
The university does not condone academic cheating or plagiarism in any form. Students are expected to behave in accordance with the university’s expectations. I encourage you to collaborate in your homework assignments and program pseudocode; however, exams and program implementations must be solitary efforts. Collaboration includes but is not limited to:

   * Copying even a single line of another student’s code or of code found online
   * Reading, writing, or discussing any part of another student’s code
   * Transferring, publishing, or otherwise distributing your code to other students

Cheating requires, at minimum, a grade of ‘F’ given for the assignment, exam, or task.

\textsuperscript{1}Portions of this course adapted from material by Dr. Theresa Migler-Von Dollen.
\textsuperscript{2}I reserve the right to review your submitted code manually and adjust your automated grade accordingly.