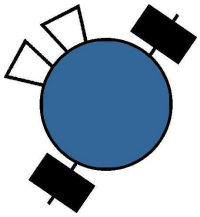
SPECIAL SECTION
CIS 1.5:
introduction to computing using C++ robotics applications
spring 2009



`http://www.sci.brooklyn.cuny.edu/~sklar/cis1.5/`

- *instructor:*
  Prof Elizabeth Sklar (email: *sklar@sci.brooklyn.cuny.edu*; AIM: *agentprof*)
- *class meeting times and rooms:*
  Mondays and Wednesdays 12.25pm-2.30pm (room 4428N)
- *prerequisites:* none
- *course description:*
  This course is ultimately about **control**!!! You will learn how to control computers and robots and a surprisingly large number of devices and other seemingly non-technical components that you encounter in your everyday life. Today, technology is ubiquitious, and learning how to control it (before it takes control of you!) is growing increasingly important.
  (4 credits; not open to students who are enrolled in or have completed CIS 1.10 or 1.20 or 2.80 or 15 or 16)
- *special section:*

This is a special section of CIS 1.5 which takes an agent-based approach to exploring computing. A range of newly developed course materials, hardware and software will be used, including the cool and funky Scribbler robot. The development and implementation of the materials for this course are partially sponsored by a grant from IPRE, the Institute for Personal Robots in Education:

`http://www.roboteducation.org`

As a student in this special section, you will have a unique opportunity to try newly developed materials and provide feedback on them.

- *the following topics will be covered in 6 curricular units:*
  - I. displaying simple information and remembering it (output and data)
  - II. reading simple information and making decisions about it (input and control structures)
  - III. behaving efficiently (functions)
  - IV. dealing with complex information (arrays and strings)
  - V. doing interesting things with all kinds of information (searching and sorting)
  - VI. organizing programs (simple classes)
- *assessment:*
  60% 4 projects (15% each)
  10% midterm exam
  30% final exam
- *course structure:*
  - Class sessions will consist of lectures and hands-on labs.
  - Hands-on labs will lead to projects.
  - Students may bring their own laptops to the labs, or use the computers in the lab.
  - Students may purchase their own IPRE robot from Amazon, or use the robots in the lab.