Course Expectation

CS 3250
Software Testing

Responsibilities of Instructor

- Prepare useful and interesting knowledge for you

- Post materials on class website before class

- Come to class on time, prepared to teach

- Offer challenging but reasonable assignments and tests

- Grade fairly without bias

- Return graded work promptly with educational comments

- **Goals:**
  - Support discussion & knowledge sharing of important concepts
  - Make the learning environment welcoming & engaging
  - Use technology appropriately

Responsibilities of Students

- Come to class on time
- If you miss a class, catch up on your own & ask for help if needed
    - Never miss the first meeting of any class!
- Engage and participate
- Turn in POTDs and assignments on time
- Ask for help when you are confused
- Read the material
- If you disagree with me, disagree politely

- **Goals:**
    - Read before class
    - Learn and be proud of your achievements

Inclusive and Safe Space

Learning environment = students + TAs + instructor

We all play a role in creating a safe learning environment

Everyone should feel comfortable & supported by fellow classmates, TAs, and instructor

There is **zero tolerance** for

- Racism or sexism
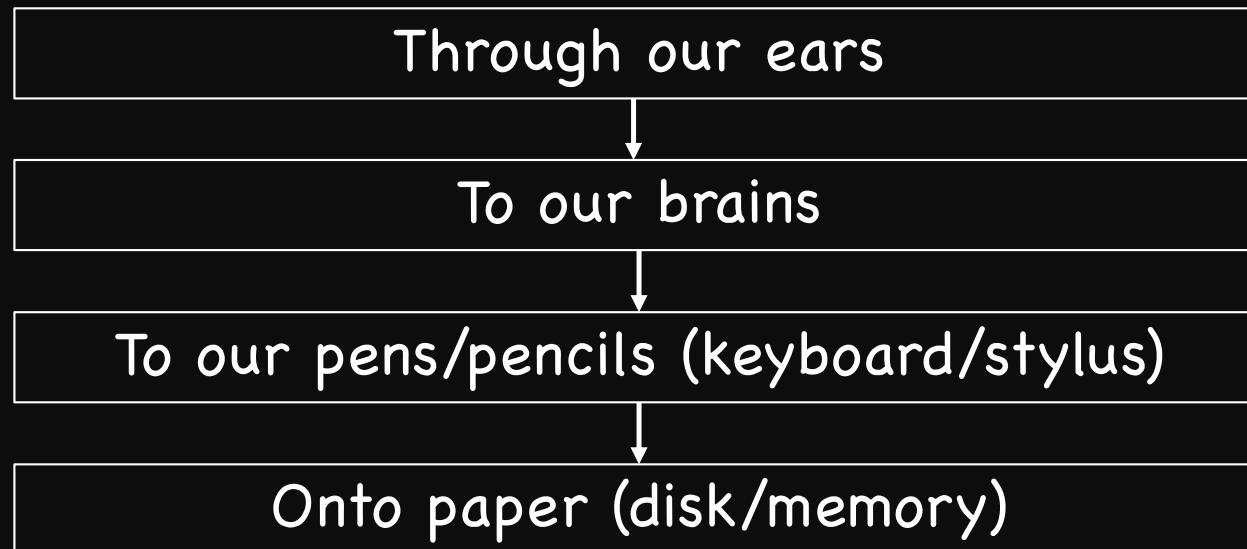- Bullying or harassment
- Inappropriate behaviors of any kind

For everyone

Inclusive

Equitable

Safe space

Diverse

Welcoming

Fair

Accepting

Taking Notes

The slides summarize the material

The words we discuss in class provide the details

We learn a lot by transferring information

Through our ears

↓

To our brains

↓

To our pens/pencils (keyboard/stylus)

↓

Onto paper (disk/memory)

Unless you have a perfect memory, I expect you to take notes on what we discuss ☺

Read and Practice

- Books have knowledge

- Instructors are your guides

- Information: comes from lectures
- Knowledge: comes from books and assignments
- Skill: comes from hands-on activities, POTDs, and assignments
- Wisdom: comes from experience

Read, Read, Read …

Practice, Practice, Practice …

Please "Do Not" Plagiarize

Plagiarism: Taking someone else's work or ideas and passing them off as one's own

Quiz: Which of these constitute plagiarism?

1. Copying your classmate's code, changing the variable names and reordering the structure of the code

2. Rewriting an answer from your friend's homework who took the class last year (or semester)

3. Answering questions together and submitting with both names

4. Watching your classmate write a program/solution, then going home and writing your own program/solution from memory

5. Finding a solution on the Web, writing it down, and submitting it

6. Paying Upsorn (or someone) to write a solution for you to submit

7. Discussing possible questions before an exam

8. Using Generative AI to develop a solution to submit