

## Introduction to C Programming and MatLab

College of Engineering  
University of California, Santa Barbara

In this course you will learn the fundamentals of the C programming language, MatLab, and the Linux operating system. Special emphasis will be placed on using the tools acquired in this class to solve problems faced by engineers.

**Time:** TR 8:00-9:15 a.m.

**Place:** HFH 1104

**Instructor:** Dr. Ilan Ben-Yaacov, ESB Room 2213, ext 5295, [ilan@engineering.ucsb.edu](mailto:ilan@engineering.ucsb.edu)

**Office Hours:** Thurs 1:00 -3:00pm, ESB Room 2213

**Class Web Page:** [http://my.ece.ucsb.edu/ENGR3\\_S2008](http://my.ece.ucsb.edu/ENGR3_S2008)

**Teaching Assistants:** John Garcia – [johngarcia@umail.ucsb.edu](mailto:johngarcia@umail.ucsb.edu)

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	MON	TUES	WED	THURS	FRI
<b>8<sup>00</sup><sub>30</sub></b>		LECTURE		LECTURE	
<b>9<sup>00</sup><sub>30</sub></b>					
<b>10<sup>00</sup><sub>30</sub></b>			AM Office hours	JG Office hours	
<b>11<sup>00</sup><sub>30</sub></b>			AM Office hours	JG Office hours	AD Office hours
<b>12<sup>00</sup><sub>30</sub></b>					AD Office hours
<b>1<sup>00</sup><sub>30</sub></b>				Instructor Office hours	
<b>2<sup>00</sup><sub>30</sub></b>			Disc JG	Instructor Office hours	
<b>3<sup>00</sup><sub>30</sub></b>	Disc AD	Disc JG		Disc AD	
<b>4<sup>00</sup><sub>30</sub></b>					

\*All discussions meet in **PHELPS 1529 or 1530**. Check your schedule for your room number.

\*\*All TA office hours meet in **HFH room 1111**.

**Required Texts:** *C How to Program*, 5<sup>th</sup> edition, by H. M. Deitel and P. J. Deitel, ISBN 0-13-240416-8  
*Introduction to Matlab 7 for Engineers*, by William Palm III, ISBN 0-07-292242-7

### Supplementary Text:

*Linux in a Nutshell*, 5<sup>th</sup> edition, by Siever, Spainhour, Figgins, and Hekman, ISBN 0-596-00025-1

**Course Format:** There will be 5 **homework assignments**, one in-class **midterm exam** on Thursday, May 8<sup>th</sup>, and a **final exam** on Thursday, June 12<sup>th</sup> from 8:00 – 11:00 am. Homework, midterm, and final will each contribute 45%, 25%, and 30% to your final grade. The final grading scale is curved so that the class average is approximately a C+.

**Assignments:** The assignments will consist of programs for you to write, both in C language and MatLab. All assignments will be submitted electronically. Instructions for electronic submission of programs will be given by your TA in discussion section – make sure to attend section so that you learn how this procedure works. **Late assignments will not be accepted except in extreme circumstances** (not registering for an account in time is NOT an extreme circumstance).

### Academic Misconduct - **READ THIS BEFORE BEGINNING EACH ASSIGNMENT**

The university labels each of the following activities as academic misconduct:

- **Cheating.** Whether on exams or homework assignments, this includes copying the work of other students, and asking or allowing another student to do your work .
- **Plagiarism.** Also known as "academic theft," it refers to the use of another's ideas or words (or source code) without proper attribution or credit.
- **Collusion.** "Any student who knowingly or intentionally helps another student to perform any of the above acts of cheating or plagiarism is subject to discipline for academic dishonesty. There is no distinction between those who cheat and plagiarize and those who willingly allow it to occur."

The following is a description of explicit forms of plagiarism/collusion/cheating that will result in an "F" in this course and may result in suspension from UCSB for two quarters (this list is not inclusive):

- Seeing any portion (no matter how small) of another student's code.
- Allowing another student to see any portion of your code (no matter how small).
- Working together (that is, actually writing the computer code) with another student.
- Modifying another student's work to make it your own.
- Asking a fellow student to help you find a bug in your program, or to help you write any portion of your program, no matter how small. .
- Copying any portion, no matter how small, of another student's code for use in your program.
- Using the Internet or Library to seek explicit solutions to programming projects.
- Knowingly allowing any of the above to take place.

The following is a description of allowed forms of seeking help (this list is not inclusive):

- Discussing your project with your TA, professor, or a designated tutor.
- Receiving help from your TA, professor, or a designated tutor via email.
- Discussing the general ideas of solving the project with a friend or fellow student.
- Getting explicit help from a fellow student about a concept in the course, unrelated to an assignment.
- Using the Internet or Library to read about the general principles that apply in the project.

**The penalty for the first offense of academic misconduct in this class will be to receive an "F" in the course and to be referred to academic judiciary at the Office of Student Life, SAASB 2201. The standard penalty the Office of Student Life issues for plagiarism is a 2-quarter suspension from UCSB.**