

# Responsibilities

**Jeff Offutt**

<http://www.cs.gmu.edu/~offutt/>

**SWE 432**

**Design and Implementation of Software  
for the Web**

## Responsibilities of Professor

- 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 homeworks and tests
- Grade fairly without bias
- Return graded work promptly with educational comments
- Goals:
  - Have interesting lectures
  - Make the class fun
  - Use technology appropriately

## Responsibilities of Students

- Come to class on time
- If you miss a class, learn material on your own
  - Never miss the first meeting of any class!
- Listen to all instructions
- Turn in assignments on time
- Ask for help when you're confused
- Read the material
- If you disagree with my policies, disagree politely
- Goals:
  - Read before class
  - Learn enough to earn a good grade

31 August 2011

© Offutt

3

## Taking Notes

- The slides summarize the material
- The words I speak provide the details
- We learn a lot by transferring information
  - Through our ears
  - To our brains
  - To our pencils
  - Onto paper
- Unless you have a perfect memory, I expect you to take notes on what I say

**Taking notes will make a difference in your performance**

31 August 2011

© Offutt

4

## Electronic Communication Devices

- Mobile phones, PDAs, beepers, laptops ...
- Texting, IMming, Email, web surfing ...
  
- These are all great tools – out of the classroom
- In the classroom, they
  - Distract the professor
  - Annoy your classmates
  - Interfere with your ability to learn

## Reading

- Books have knowledge
- Professors are simply guides
  
- Information : comes from lectures
- Knowledge : comes from books and homeworks
- Wisdom : comes from experience

**Read, Read, Read ...**

## **Special Note**

**DON'T CHEAT**