

Administrative Issues



EECS3342 Z: System
Specification and Refinement
Winter 2022

CHEN-WEI WANG

- How may you call me?
“Jackie” (most preferred),
“Professor Jackie”, “Professor”, “Professor Wang”, “Sir”, “Hey”, “Hi”, “Hello”
- When you need **advice** on the course, speak to me!
- There will be a bonus opportunity for you to fill out an informal, anonymous **midterm course survey** during the reading week.
- Throughout the semester, feel free to suggest ways for helping your learning.

If You Are Not Enrolled Yet

- Send me an email ASAP requesting access to the course eClass site, with your *name*, *student number*, *Passport York ID*.
- Still keep up with the study materials.
- Still complete assignments and tests (*no extension*).

Writing E-Mails to Your Instructor

- Think of me as your *colleague* who is happy to help you learn.
 - *formality* is unnecessary
 - *courtesy* is expected
- This sounds *very rude* (and may be delayed, if not ignored):

```
On the link you sent us for our mark  
my mark for lab0 did not appear on it  
and i submitted lab0 during my lab session
```

- This sounds *much nicer*:

```
Hello Jackie, the link you sent didn't work.  
I did submit my lab0. Could you please look into this?  
Thanks! Jim
```

- A single eClass site:
 - *LE/EECS3342 Z - System Specification and Refinement (Winter 2021-2022)*
 - Announcements
 - Labs [instructions only]
 - Programming Test [instructions & submissions]
 - Written Tests [instructions & submissions]
 - Exam
- Check your emails regularly!

Required Study Materials

- Study materials (lecture recordings, iPad notes, slides, example codes) will be posted on my website:

https://www.eecs.yorku.ca/~jackie/teaching/lectures/index.html#EECS3342_W22

- The *course syllabus* is posted in the above site.

Course Syllabus

Let's go over the *course syllabus*.

Need Accommodation?

- Please contact me via email as soon as possible, so we can make proper arrangements for you.
- We will work out a way for you to gain the most out of this course!

Becoming a Software Engineer

- One useful mindset is to treat this course as a training course for *programming interviews*.
- How a real *software developer* works:
 - Programming *problems* are explained via the expected methods' *API* (input and output types) and some *use cases*, without visualization!
 - A set of *tests* must be *re-run automatically* upon changes.
- Thinking *abstractly* without seeing changes on a physical device is an important skill to acquire before graduating.
e.g., Watch *interviews at Google*: Given problems described in English, solve it on a whiteboard.
- Take advantage of the *Q&A sessions*: I will bring *problems*.

Study Tips

- Plan steady, gradual study of:
 - Lecture videos [≈ 3 hours]
 - Optional Q&A sessions [≈ 1.5 hours – 3 hours]
- *Ask questions!*
- Take (even incomplete) notes, which will help when re-iterating lectures.

General Tips about Studying in a University

- To do well, *inspiration* is more important than *perspiration*.
 - Hard work does not necessarily guarantee success, but no success is possible without *hard work*
- ⇒
- Don't be too satisfied just by the fact that you work hard.
 - Make sure you work hard both on *mastering "ground stuffs"* and, more importantly, on *staying on top of what's being taught*.
 - Go *beyond* lectures (e.g., CodingBat, LeetCode).
 - Be *curious* about why things work the way they do.
 - Always *reflect* yourself on *how things are connected* .

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