

MATH 2200L Calculus Lab**Spring 2003****Mondays 12:20-1:10 (04-450) and Wednesdays 11:15 -12:05 (04-447)
Boyd Graduate Studies Research Center Room 220**

Co-requisite: MATH 2200 or MATH 2300H or MATH 2400H.

Course Description: Apply the theory learned in lecture to explore word problems with Maple.

Course**Goals:**

1. Learn good programming skills
2. Learn how to read statement and apply the math involved
3. Learn how to read a statement and see if a graph corresponds with the statement
4. Define a tangent line and find the tangent line for a function abstractly and concretely.
5. Learn how to write about math

Instructor Information:

Instructor: Bree Ettinger

Office: 438 Boyd Studies Research Center

Office Phone: 542-2593

E-mail address: bree@math.uga.edu

Office Hours: Mondays 11:15-12:05 or by appointment

I am also in open lab Tuesdays 10:00- 12:00 and Fridays 11:00-12:00

Attendance Policy:

Attendance is mandatory. A student may miss no more than 2 classes without penalty. A student that misses 3 or more classes that he/she does not make up will have his/her grade lowered by one letter grade. If you know you are going to be out ahead of time please let me know.

Withdrawals:

A student that withdraws from Calculus Lab must also withdraw from the Calculus class, but you are allowed to complete the lab without completing the class.

UGA's Honor Code:

"I will be academically honest in all of my academic work and will not tolerate academic dishonesty of others."

Academic Honesty:

All students are responsible for maintaining the highest standards of honesty and integrity in every phase of their academic careers. The penalties for academic dishonesty are severe and ignorance is not an acceptable defense. See UGA Academic Honesty Policy on the web at www.uga.edu/ovpi/academic_honesty/culture_honesty.htm (that is where I obtained the honor code and the above statement).

Class Rules:

1. Save your work every couple of minutes
2. No cell phones, No instant messaging, No food or drink
Working with your neighbors is encouraged but the work you turn in must be your own. This means, work together on the problems, discuss different ways to do them, and help each other debug your programs. But all the write ups, comments and coding must be your own.
3. You are expected to work on your lab during the lab period.
4. Lab assignments will open on Mondays at 12:00 a.m. and will be due the next Friday at 5:00 p.m. No late assignments will be excepted.

Grading Policy:

Labs: 10 points a piece x 9 lab = 90 points

Quizzes: 5 points a piece x 2 quizzes = 10 points TOTAL = 100 points

Labs will be graded 5 points for completing the project and 5 points for correctness of one section. No late labs will be accepted.

Important Dates:

Date	Event
Thursday, January 9	Classes Begin
Monday, January 13	Introduction to Lab
Tuesday, January 14	Drop/Add Ends
Monday, January 20	Holiday (MLK Day)--No Lab
Wednesday, January 22	No Lab
Monday, January 27	<u>Welcome 1</u>
Monday, February 3	<u>Welcome 2</u>
Friday, February 7	Welcome 1 DUE 5:00
Monday, February 10	Debugging and Good Programming
Friday, February 14	Welcome 2 DUE 5:00
Monday, February 17	<u>Tangent Lines</u>
Friday, February 21	Debugging and Good Programming DUE 5:00
Monday, February 24	<u>Home Mortgages</u>
Monday, March 3	<u>Home Mortgages</u>
Tuesday, March 4	Midterm
Friday, March 7	Midpoint Withdrawal Deadline--Tangent Lines DUE 5:00
Monday, March 10	Newton's Method Lecture
Friday, March 14	Last Day of Classes (Prior to Spring Break)--Home Mortgages DUE 5:00
Monday, March 24	Classes Resume-- <u>Newton's Method</u>
Monday, March 31	<u>Newton's Method</u>
Monday, April 7	<u>The Bungee Jump</u>
Friday, April 11	Newton's Method DUE 5:00
Monday, April 14	<u>The Bungee Jump</u>

Monday, April 21
Friday, April 25
Wednesday, April 30
Thursday, May 1
Friday, May 2

Implicit Plots and Derivatives
The Bungee Jump DUE 5:00
Implicit Plots and Derivatives DUE 5:00!!!!
Classes End
Reading Day

If you have any questions please let me know. The syllabus and schedule may change as the semester progresses

