

CSCI 1010 Syllabus (13)

COURSE NUMBER: **CSCI 1010**
COURSE TITLE: **Introduction to Programming I**
CREDITS: 3
PREREQUISITES: None

INSTRUCTOR: Name: Leong Lee
Office: Claxton 315
Office Hours: Mon/Wed/Fri 12:10noon-1:10pm,
Tue/Thur 12:35noon-1:35pm, or by appointment
Phone: 931-221-7038
E-mail: leel@apsu.edu

CLASS WEB SITE: Please refer to D2L.

COURSE DESCRIPTION:

This is the first in a two-course sequence in Introduction to Programming. This course introduces the student to programming for problem solving. Topics include history of computing, computer organization, computer applications, algorithm design, stepwise refinement of algorithms, structured programming using C++, array representation of data, processing of character data, text file processing, subprograms, and parameter passing.

COURSE OBJECTIVES:

1. To become familiar with the principal figures and events in the history of computing.
2. To learn the basic skills of algorithm design and problem solving using the computer.
3. To acquire concepts, skills, and knowledge in the basic concepts of programming in a block-structured language. C++ will be used in this course.
4. To learn the basic methods of top-down program design and apply these methods to solve real-world problems and develop the solutions to these problems using C++.
5. To apply mathematical, scientific, and creative methods to construct programs using the C++ language.
6. To develop technological proficiency with the computer and programming techniques.
7. To be able to inquire, research, analyze, and synthesize real world problems and compose and design solutions to these problems through computer programming.
8. To act responsibly while creating solutions to business problems.

TIME AND PLACE OF CLASS: Mon/Wed 2:30pm-3:25pm, Claxton 306
Fri 2:30pm-3:25pm, Claxton 300

REQUIRED LEARNING RESOURCES:

Textbooks: Starting Out With C++ From Control Structures Through Objects by Tony Gaddis, Seventh Edition, ISBN 1256275409.
This is a custom package that includes two years access to MyProgrammingLab.com and CD with Visual C++ IDE. Please purchase from APSU bookstore.

Others: A USB Flash Drive

ATTENDANCE POLICY AND CLASS PARTICIPATION:

The student is expected to alertly attend all lectures and labs and provide good discussion about the pre-defined subjects. Before the class, the student is expected to study the notes and read the book for the chapters assigned. It is vital that the student complete listening to the videos that are assigned prior to coming to class. Excessive unexcused absenteeism will result in a lower grade. Any student who arrives late to class must see me immediately after class or the student will be marked as absent. Any student who needs to leave a class early (except for an emergency) should notify the instructor prior to the start of class and arrive early to find a seat near the door. Any student who does not notify the instructor about leaving early will be marked absent from the class. Leaving and re-entry to the classroom is unacceptable behavior (except in case of an emergency). Class participation is strongly encouraged. In addition, each student is required to have a brief consultation with his/her instructor.

Any student who has not attended class and/or submitted assignments for a three week period will receive an FA grade.

HOMEWORK and PROGRAMMING ASSIGNMENTS: Before every class, there are videos that are required. Every week there is a MyProgrammingLab (MPL) assignment due and a programming assignment due. All of the assignments are posted on D2L. MPL assignments will not be accepted late. Programming assignments submitted after the due date will be assessed a penalty of 20% per day late. No late assignment will be accepted from a student after the assignment is graded and grades posted for the rest of the class. Retain all source programs in your directory until a program printout is returned to you.

EXAMS: There will be weekly online quizzes during class. There will be no makeup quizzes except for a University Excused Absence (a form from the advisor must be presented to the instructor prior to the event). A Midterm will be given. Makeup midterm will be allowed only if there is a VERIFIABLE reasonable excuse, i.e., medical, funeral, official school excuse, etc. The final examination will be a 2-hour comprehensive test.

Exam/test dates are on the schedule on the following page — if there are any changes, they will be announced at least two weeks in advance if possible.

EVALUATION AND GRADING: Each student activity will contribute to the final grade in the class according to the following percentages.

Homework (MPL)	12.5%
Quizzes	12.5%
Programming Assignments	25.0%
Midterm	25.0%
Final examination	25.0%

Final Percentage	Final Grade
90 - 100	A
80 - 89	B
70 - 79	C
60 - 69	D
Below 60	F

MIDTERM GRADES: A mid-term grade will be awarded for all students in this course. The grade awarded may not necessarily be based on 50% of the course requirements and may or may not differ from the final grade. Your mid-term grade will be posted on AP Web.

POLICY ON MINORS: Minors (any non-student under the age of 18) accompanying staff, faculty, students or visitors on campus are not permitted in the classroom.

DISABILITY POLICY: Any student who has a disability that may affect his/her academic performance is encouraged to make an appointment with me to discuss this matter, or you may contact Disability Services; telephone 221-6230; tty 221-6278; fax 221-7102.

ACADEMIC AND CLASSROOM MISCONDUCT: Students are expected to conduct themselves appropriately at all times. Academic and classroom misconduct will not be tolerated. Students must read the “Code of Student Conduct” in the new Student Handbook for an understanding of what will be expected of them within the academic setting.

Students are required to turn in their own work and not the work of others. Collaboration on homework, assignments, quizzes, and exams is prohibited, unless otherwise specified by the instructor. Likewise, plagiarism of other's work or web-related sources constitutes a serious infraction. This includes submitting work very similar to another student's project, copy and paste from Internet searches, and Internet sites for hiring coders to complete a project. “Penalties for academic misconduct will vary with the seriousness of the offense and may include, but not limited to, a grade of “F” on the work in question, a grade of “F” in the course, reprimand, probation, suspension and expulsion.” (quoted from APSU Academic and Classroom Misconduct). Protect your own work. Do not leave your assignments on the hard drives of the computers or printers in the lab for others to see.

LAPTOPS AND OTHER ELECTRONIC DEVICES IN THE CLASSROOM: Cell phones must be turned off or on vibrate during class. NO cell phone can be answered during class unless there is an emergency situation and you have discussed the emergency with the instructor prior to class. No text messaging is permitted during class. Laptops/ tablets are permitted whenever the student considers the laptop/tablet as an enhancement of his/her learning experience. However, the student MUST be using the laptop/tablet in a manner that directly relates to the content of this class such as viewing the slides from the lecture or taking notes. The laptop/tablet must not be a distraction to others in the class. No other electronic devices will be allowed in class without prior consent of the instructor.

TENTATIVE TOPICAL OUTLINE/CALENDAR:

Week / Date	Topic	Assignment	Quiz	MPL	Remarks / Due / Exam
1 1/12, Thur	Introduction and Chapter 1				
2 1/16, Mon	Introduction and Chapter 1				1/16, Mon: Martin Luther King Day Holiday
3 1/23	Preamble to Chapter 2	Pass1	Quiz 1 Chapter 1	MPL1 Chapter 1	1/25: Last day to drop classes without record
4 1/30	Chapter 2	Pass2	Quiz 2 Preamble	MPL2 Chapter Preamble	
5 2/6	Chapter 3 Expressions and Interactivity	Pass3	Quiz 3 Chapter 2	MPL3 Chapter 2	
6 2/13	Chapter 4 Making Decisions	Pass4	Quiz 4 Chapter 3	MPL4 Chapter 3	
7 2/20	Chapter 5 Loops	Pass5	Quiz 5 Chapter 4	MPL5 Chapter 4	2/22: Last day to drop classes with an automatic "W"
8 2/28	Chapter 5 Files, Review for Midterm, Midterm	Pass6	Quiz 6 Chapter 5	MPL6 Chapter 5	
9 3/5					3/4-3/10: Spring Break 3/4-3/10: Mid-semester
10 3/12	Go over midterm, Chapter 5-Files	Pass7	Quiz 7 Chapter 5	MPL7 Chapter 5	
11 3/19	Chapter 6 Functions	Pass8	Quiz 8 Chapter 6	MPL8 Chapter 6	
12 3/26	Chapter 6 Continued	Pass9	Quiz 9 Chapter 6	MPL9 Chapter 6	3/25: Last day to drop classes with a "W", "F" or "FA" 3/26: Mandatory "F" period begins
13 4/2	Chapter 6 Continued	Pass10	Quiz 10 Chapter 6	MPL10 Chapter 6	4/6: Good Friday Holiday
14 4/9	Chapter 7 Arrays	Pass11	Quiz 11 Chapter 7	MPL11 Chapter 7	
15 4/16	Chapter 8 Searching and Sorting Arrays	Pass12	Quiz 12 Chapter 8	MPL12 Chapter 8	
16 4/23	Review for Final				4/25, Wed: Last day of classes
17 4/30	4/30, Mon, 10:30am-12:30pm: Final Exam				Note: Final Exam

Quizzes are to be taken on Friday of the week that the material is covered

MyProgrammingLab (MPL) is due on the following Monday after the material is covered

Programming Assignments are due the following Tuesday after the material is covered

Both MPL and programming assignments can be submitted any time before midnight

CAVEAT: The above schedule and procedures are subject to change in the event of extenuating circumstances.

Assignment Due Dates			
Monday/Wednesday/Friday Class			
All MPL and Pass are due before midnight of the date stated			
Number	Quiz	MPL	Pass
1	1/20	1/23	1/24
2	1/27	1/30	1/31
3	2/3	2/6	2/7
4	2/10	2/13	2/14
5	2/17	2/20	2/21
6	2/24	2/27	2/28
Midterm 3/1			
7	3/16	3/19	3/20
8	3/23	3/26	3/27
9	3/30	4/2	4/3
10	4/6	4/9	4/10
11	4/13	4/16	4/17
12	4/20	4/23	4/24