CSCI 1301: Introduction to Computing & Programming
Fall 2010

Course information

Lecture Location: Poultry Science 240
Lecture Time: Tuesdays and Thursdays: 9:30 – 10:45 AM

Instructor

Chris Neasbitt
Office: 223B Boyd Graduate Studies Research Center
Office hours: Monday 1:20 – 3:20 PM and Wednesday 2:20 – 3:20PM
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Description

Course description (from the **undergraduate catalog**). CSCI 1301-1301L.
Introduction to Computing and Programming.

Algorithms, programs, and computing systems. Fundamental techniques of program development and supportive software tools. Programming projects and applications in a structured computer language. Hands-on experience using microcomputers. (4 hours. 3 hours lecture and 2 hours lab per week.)

Course Objectives

By the end of the course, a student should be able to:

1. Understand the concepts of algorithms and programs.
2. Understand the main characteristics and differences of programming languages from machine language to object-oriented programming languages.
3. Demonstrate understanding and correct use of programming constructs: built-in types, variables, constants, assignment statements and selection, repetition statements to implement programming solutions.
4. Demonstrate understanding and correct use of objects, classes and methods to implement programming solutions.
5. Analyze simple to moderate problems in order to design programming solutions for those problems using the basic principles of software development and object oriented programming.
6. Demonstrate knowledge and correct use of one dimensional and two-dimensional arrays.
7. Understand and explain the functionality of simple programs written in a Java.
8. Demonstrate ability to edit, compile, execute and debug program code.

Required Textbook

Java: An Introduction to Problem Solving and Programming
by Walter Savitch & Frank M. Carrano,
Pearson - Prentice Hall, 5th Edition
ISBN: 0-13607225-9.

Software

- **SUN Java 2 Platform Standard Edition 6.0**
- **Eclipse Classic :** We will be using Eclipse Classic in the computer lab. Eclipse is a Java open-source integrated development environment (IDE) you can download and install to your home computer for free.

Course Materials

All course materials including announcements and assignments will be posted in eLearning Commons (eLC). The on-line handouts for this course are in Adobe Acrobat PDF format. To read them, you will need the Adobe Acrobat Reader software, which is available for free from Adobe Systems for Macintosh and Windows. The tutorials for this course will be archived as zip files and can be decompressed by any zip file utility such as IZArc or WinZip

Coursework

There will be one to two labs assignments per week (starting on August 23, 2010), bi-weekly project assignments, two in-class exams and a final exam. Assignments will be posted on ELearning Commons, as they become available. No extra credit assignments will be provided to supplement your grade.

Your final grade is based on your performance on the labs/projects assignments, in-class exams and final exam. **However, in order to pass the class you need a passing grade for the lab and at least a D average in your exams**.

The approximate weights are:

Exam 1	15%
Exam 2 (cumulative)	15%
Final Exam (cumulative)	20%
Labs	15%
Projects	33%
Class participation, in-class activities and in-class quizzes	2%

Grading Scale

The course final grade will use the following grading scale:

A	100 - 94
A-	90 - 93
B+	88 - 89
B	84 - 87
B-	80 - 83
C+	78 - 79
C	74 - 77
C-	70 - 73
D	50 - 69
F	below 50

Exam Dates

- Exam #1: TBD, in class.
- Exam #2: TBD, in class.
- Final Exam: Thursday December 9th. 8:00 to 11:00 AM – Poultry Science 240.

Course Policies

Course Alterations

The course syllabus is a general plan for the course; deviations announced to the class by the instructor may be necessary.

Attendance Policy

If you are not able to attend a lecture, it is your responsibility to find out what was covered during the lecture and to catch up. There are no make up opportunities for missed in-class activities and/or in-class quizzes. You are expected to arrive on time to class and remain for the entire period. If you need to leave the classroom before the period is over, contact your instructor in advance. Attendance to the lab sessions is mandatory and will be recorded at the beginning of the session.

Classroom Behavior

You are expected to be respectful in your interaction with the instructor and other fellow students during the lectures and lab sessions. You are **not allowed to use your laptop, pager, mobile phone or other electronic devices** during class unless the instructor explicitly authorizes you to do so. If you are talking during instruction and interfere with the learning process of your peers, sleeping or engaging in any activity that disrupts the instruction, you will receive an e-mail from me, which will be copied to your advisor. If the behavior continues, I will make an appointment with you and your advisor to discuss this situation.

e-mail

The course instructor will reply to students' e-mails within 24 hours Monday-Friday; e-mail will not be answered during the weekends.

E-mail communication should NOT be seen as an alternative to meeting with the instructor (or the TA) during office hours. E-mail will not be used to provide private tutorials or to explain material that was covered in lectures you missed. If an e-mail question cannot briefly be answered with a reply e-mail, the instructor will indicate to the student that (s)he should see the instructor (or the TA) during the announced office hours or make an appointment**. Questions related to problems in your project/lab assignments code will not be answered via e-mail.**

Labs

There is a required lab that meets twice a week for the entire semester starting on August 23, 2010. Lab attendance is mandatory and will be recorded. **Lab attendance is mandatory.**

There will be one or two lab exercises assigned per week. You will receive full credit for a lab only when it is correct and you have attended the corresponding lab session. If you miss a lab session(s) for a lab assignment you will receive zero for that lab assignment. Lab assignments are to be completed the week when they are assigned. After that week, they will not be accepted. You can get help from any instructor or lab instructor on lab assignments during the week in which the lab was assigned. There will be no lab grades over 100%. Submit your labs (.java files only) to your lab instructor using ELearning Commons.

Your lab instructors will explain lab policies further in detail during the first lab session.

Projects

There will be a project every two weeks. Projects are designed to acquire and enhance your knowledge of the concepts discussed in the lectures. Projects must compile to receive credit. Project assignments that do not compile will receive no credit.

Projects assignments will be due typically on Fridays at midnight, unless stated otherwise. Late assignments will be accepted up to *48 hours* after the due date and will be subject to 20% penalty; **however no late submissions will be accepted for the last course project assignment**. In the event of a family emergency, serious illness/injury, or other significant event, please contact your instructor as soon as possible.

Project assignments must be submitted electronically in ELearning Commons. Instructions for electronic submission are available in ELearning Commons and will be provided during the first lab session.

Regrading

All adjustments to any grade must be made within 48 hours of the **date that the work is returned in lab or lecture**. This rule applies to both the exams and all the project programming assignments. No adjustments will be made, and no late work accepted after the last class lecture.

Exams

No makeup exams will be given. If you are absent the day of an exam due to extreme circumstances such as a family emergency, serious illness/injury, or other significant event, please contact your instructor as soon as possible. Under this scenario, you must provide documentation to your instructor regarding the reason of your absence. If you are excused by the instructor, your grade for the missed exam will be the same grade that you receive on the final. The final exam **must** be taken at the scheduled time and place.

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.

— UGA Student Honor Code

The University of Georgia seeks to promote and ensure academic honesty and personal integrity among students and other members of the University Community. A policy on academic honesty has been developed to serve these goals. All members of the academic community are responsible for knowing the policy and procedures on academic honesty. Please see the following web site for complete details. (http://www.uga.edu/honesty/).

In addition, you are expected to have read and understood the **CS Academic Integrity** policies. Furthermore, all your course work, including lab assignments and project programming assignments, are to be **strictly your own work**. You can talk over general principles and concepts about an assignment with others, but copying, sharing materials, or even looking at, another student's solutions or code, either on paper, on the computer or whiteboard, is not allowed. These are some tips to avoid academic dishonesty:

- Read A Culture of Honesty, the UGA academic honesty policies and CS Academic Integrity policies.
- You must not allow others to copy or look at your work.
- Do not write code for others, and don't have others write code for you. All the programming assignments in CSCI 1301 are to be your own work --unless otherwise explicitly stated on the assignment.
- You must not give/share your lab/project assignment work to a fellow student.
- Copying significant portions of code from a fellow student or any other source (including internet) is **plagiarism** and will be dealt with as such.
- If you have questions about an assignment or if you run into problems, contact your instructor/lab instructor.
- During exams, no assistance and additional materials are allowed.

All your coursework must meet the aforementioned policies and rules. Students that violate any of these rules or the UGA Academic Honesty policies will be liable to a penalty. The instructor will strictly enforce Academic Honesty policies and report any violation of the aforementioned policies and rules to the Office of Judicial Programs.

Students with Disabilities

The Department of Computer Science supports equal access and support for all individuals with disabilities. We also support the policies and procedures of the University of Georgia relating to students who have disabilities. UGA Disability Services, a part of the Office of the Vice President of Student Affairs, provides academic and support services to qualified students with disabilities to ensure equal access to all programs and activities at the University of Georgia. The mission of Disability Services is to create an accessible academic, social and physical environment for students with disabilities at UGA.

**If you have a documented disability and require specific instructional adaptations you must notify me prior to the beginning of the second week of class. Your notification must be accompanied by written documentation from the UGA Disability Resource Center or the Regents Center for Learning Disabilities. The Disability Resource Center at the University of Georgia, located at 114 Clark Howell Hall, (706) 542-8719.*

Please sign and return to your instructor by August 20th, 2010.

I, _____, have received the syllabus for CSCI 1301 (Introduction to Computing and Programming) for Fall 2010. I understand is my responsibility to read and understand the course policies and academic honesty policies of the university and department and to abide to them.

X _____ Date: _____
