Instructor/Course Meeting Information

Instructor: David Rodriguez-Velazquez
Class Meeting: T, TH 8:30 – 9:45 [C-224]
Office Hours: T, TH 9:45 – 10:45 [C-210]

Contacts:
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Office: C-210

Note: This course requires a complementary lab that has the same course id CS1110, but that meets only one day each week. Please read the syllabus for the lab to obtain specific information and requirements for the lab.

Required Texts


Academic Integrity

You are responsible for making yourself aware of and understanding the policies and procedures in the Undergraduate and Graduate Catalogs that pertain to Academic Honesty. These policies include cheating, fabrication, falsification and forgery, multiple submission, plagiarism, complicity and computer misuse. [The policies can be found at http://catalog.wmich.edu under Academic Policies, Student Rights and Responsibilities.] If there is reason to believe you have been involved in academic dishonesty, you will be referred to the Office of Student Conduct. You will be given the opportunity to review the charge(s). If you believe you are not responsible, you will have the opportunity for a hearing. You should consult with your instructor if you are uncertain about an issue of academic honesty prior to the submission of an assignment or test.

Students who take this class must be prepared to submit electronic copies of some or all assignments. The University expects that all students will be evaluated and graded on their own work. If you use language, data or ideas from other sources, published or unpublished, you must take care to acknowledge and properly cite those sources. Failure to do so constitutes plagiarism.

Cheating

Each exam and lab assignment must be the own work of the students turning it in. Assignments will be closely monitored by automatic cheat checkers, and students may be asked to explain any suspicious similarities. These cheat checkers are very effective, having been refined over years of research, and they are not fooled by attempts to mask copying of code. Please don’t try your luck. The following are guidelines on what non-exam collaboration is authorized and what is not:

What is Cheating?

- Sharing code or other electronic files: By copying, retyping, looking at, or supplying a copy of a file from this or a previous semester.
- Sharing written assignments or exams: Looking at, copying, or supplying an assignment or exam.
- Using other’s code. Using code from this or previous offerings, from courses at other institutions, or from any other source (e.g., software found on the Internet).
- Looking at other’s code. Although mentioned above, it bears repeating. Looking at other students’ code or allowing others to look at yours is cheating. There is no notion of looking “too much,” since no looking is allowed at all.
What is NOT Cheating?

- Clarifying ambiguities or vague points in class handouts or textbooks.
- Helping others use the computer systems, networks, compilers, debuggers, profilers, or other system facilities.
- Helping others with high-level design issues.
- Helping others with high-level (not code-based) debugging.

Course Outcomes

Students who complete this course with a grade of “C” or better should be able to satisfy the following:

1) consistently follow a problem solving process;
   - Understand, design, implement, & test
2) read, develop, and implement algorithms to solve simple problems;
   - Define, recognize, design, and implement algorithms (pseudocode)
3) understand and use basic concepts of high-level language procedural programming;
   - Main program, Declarations, Assignment-statements, I/O-statements, Selection-statements, Loop-statements, Method Call-statements, Statements vs. Expressions
4) understand and use basic concepts of OOP;
5) consistently document programs effectively and efficiently;
   - Program Identification, Sectional Comments, Side-by-Side Comments, Redundant vs. Non-redundant Comments, Use of white-space and indentation, Use of readable identifiers
6) understand and use basic components of an integrated development environment (IDE);
   - Context-sensitive Editor, Build/Compile, Execute, Symbolic Debugger
7) know the basic phases of the software life cycle and software development cycle;
   - Concept, Development, Maintenance, Retirement
   - Requirements, Design, Code & Debug, Test
8) know basic introductory searching and sorting algorithms;
   - Linear and binary search;
   - Selection and insertion sort;
9) gain an initial and elementary understanding of algorithm complexity;
   - Big O Notation

Course Philosophy

This course is aimed at college freshmen and other students seeking a basic knowledge of computer programming. As a freshman level course it has two types of goals: 1) to develop basic knowledge, skills, and attitudes relating to student of computing and computer science, and 2) to develop basic knowledge, skills, and attitudes for general college level academic, college life and beyond.

The course is very structured, as is appropriate for freshmen. Like most college courses, this course requires students to take responsibility for their own learning. The course follows a strict schedule of reading, writing, and quizzes. Each week one or two chapters of the textbook will be covered by reading. The reading, writing, and examination schedule is firm. Students are required to develop the discipline to follow the schedule.

As is typical of many college courses, this course will require one or more tests during the course and a comprehensive final examination.

Classroom activities, unlike the readings and quizzes, are somewhat less structured. This allows for tangents in discussions, the use of occasional visiting guests, unforeseen instructor absences, holidays, etc. The flexibility of the classroom does not tie students or instructor to the textbook readings, but does complement and enhance those readings. Students are responsible for material in the textbook, whether or not the material is addressed in the classroom. Students are also responsible for material and skills presented or discussed in class.

Course Tools – E-Learning

WMU E-Learning will be used to manage much of the course, such as disseminating information outside of class and posting assignments, quizzes and readings. It will also be used to track grades, giving you ongoing access to your grade records for the class.
**Course Etiquette (Non-academic Requirements)**

Please respect the learning opportunity for you classmates. Do not disrupt learning by arriving late, leaving early, or by being inattentive or disruptive in class. Don't make or receive cell phone calls; turn off reminder alarms and your cell phone ringer. If you need to work for other classes or personal business, don't do it in this class. Take the time off if you need to do something more important than attending class.

Please be respectful on-line too. Be thoughtful and considerate when posting or sending e-mail. Do not mix class business with personal business or with other classes. The E-Learning material has been set up for this course.

*If you think you may have difficulty meeting these or other academic requirements, please contact your instructor using e-mail, as soon as possible before or immediately after the problem occurs. Contact your instructor if you will miss or be late for a class meeting, if you have material submission problems, miss or anticipate missing course deadlines, or have personal problems that affect you work in this class.*

**Academic Requirements**

1. **Midterm and Final Examinations (40%)**
   a. Two Midterm examination (10% each)
   b. Final examination (20%)

2. **Daily Assignments & Quizzes (10%)**
   a. Scores from the two lowest (or missed) quizzes or daily assignments will be dropped.

3. **Programming Assignments & Related Work (in lab) (50%)** The laboratory total will be based on the following approximate allocation of points.
   a. About 8 programming assignments (~600 points – 50 to 100 points each)
   b. Pre-lab or in-lab quizzes/assignments (~50 points – 5 points each)
   c. Two lab tests (~100 points)

The course instructor reserves the right to adjust course requirements should special unforeseen circumstances arise during the semester.

Your final score is converted into a letter grade according to the following table:

<table>
<thead>
<tr>
<th>Grading Scale</th>
<th>A (100-90)</th>
<th>C (74-70)</th>
</tr>
</thead>
<tbody>
<tr>
<td>BA (89-85)</td>
<td>D (69-65)</td>
<td></td>
</tr>
<tr>
<td>B (84-80)</td>
<td>D (64-60)</td>
<td></td>
</tr>
<tr>
<td>CB (79-75)</td>
<td>E less than 60</td>
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</tbody>
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**Test & Examinations (40%)**

Unless otherwise instructed in advance, exams will be closed book, closed notes, with no: electronic calculators, computers, PDAs, or cell phones allowed. You may bring only one sheet of 8.5”x11” notes. Examinations are based on the material in the textbook, including questions at the end of each chapter, and on in-class or E-Learning discussions and external readings/research. Examinations are cumulative, i.e., the cover topics from the beginning of the course up to the time of the examination. All students are responsible for the material even if they are absent or late for class. The two midterm examinations will be worth 150 points each. The final examination will be comprehensive and will be worth 300 points.

*See the course website for schedule exam times (Preliminary-Subject to Change with notice)*

**PENALTIES:** You will receive a score of zero if you fail to take any examination at the time it is administered to the entire class. Extraordinary excuses for missing an examination may be accepted, but these generally require sufficient documentation, i.e., not just a verbal story. If you violate academic honesty while taking an examination, the situation will be handled according to the Academic Integrity statement published earlier in this syllabus. The penalty for academic dishonesty in this course is failure in the course, a grade of “E”.
Daily Assignments & Quizzes (10%

We anticipate awarding points for some activities performed in or associated with lectures. These activities may include quizzes, desk work, and programming assignments. Some work may occur between two lectures or across several lectures (i.e., homework). Your instructor will explain graded tasks prior to or as they occur.

These points are associated with lecture work, not with lab work.

Incomplete Grade Policy

A grade of “I” (Incomplete) will be issued 1) only if you could not complete the course as a result of some situation outside of your control, 2) only if you had a passing grade at the time you requested the grade, and 3) only if the work remaining is minimal. The grade of “I” is not intended as a replacement for a low or failing grade.

Please note, it is generally better to request a special withdrawal from all classes than to take an Incomplete grade. You must finish the incomplete work, without gaining any additional credit. Generally, students finishing work for one course are enrolled and responsible for other courses in the follow session of semester. This creates an “overtime” type of working situation and my lead to poor work in other graded courses.