Augusta University \cdot School of Computer and Cyber Sciences

CSCI 1301: Principles of Computer Programming I

Section A4 \cdot Summer 2021

Instructor Contact	Neea Rusch nrusch@augusta.edu May 19 - July 12, 2021 July 13, 2021 10:00 -12:00		
Course dates Final Exam			
Lectures	Allgood Hall E365 10:00 - 11:50 am Mon, Wed 10:00 - 10:50 am Tue, Thu		
Labs	Allgood Hall E365 11:00 am - 12:40 pm Tue, Thu		
UCA	CJ Tran cjtran@augusta.edu		

Course Description

A rigorous study of the principles of computer programming with emphasis on problem solving methods which result in correct, well-structured programs. Other topics: an introduction to data representation, data types and control structures, functions, and structured data types.

Learning Outcomes

Students who successfully complete this course will be able to:

- 1. Perform standard program input and program output using the keyboard and the monitor
- 2. Declare and use user-defined variables, and constants using the appropriate data types
- 3. Declare, define, and call user-defined functions
- 4. Write and evaluate expressions using arithmetic, relational and logical operators
- 5. Control the flow of program execution using the appropriate sequential, selection, and repetition statements
- 6. Define, create and manipulate arrays
- 7. Understand and implement classes and objects

By the end of this course, students will be able to solve computer-programming challenges using correct, well-structured applications written in the C programming language. Students will have a basic knowledge and comfort using control structures, object-oriented design, classes, methods, properties, data types, and data structures. The student also will develop computational thinking skills and practices.

Format and Procedures

CSCI 1301 is an academically rigorous four (4) credit hour course consisting of lecture and laboratory portions: both are required to succeed. Lectures consist of discussion focused on concepts and principles of computer programming. Laboratory will be devoted to hands-on practice and experiments.

The initial lab exercises assume no previous programming experience. Exercises increase in complexity and level of challenge as the course progresses. All programming exercises are designed to complement the lecture material.

Homework assignments will assist students in making sure they understand class expectations and the content of the lecture, as well as to practice their coding and problem solving skills. The progression of the students will be regularly tested and assessed through quizzes and tests. Regular participation in lectures and laboratory sessions is a baseline for success in the course.

Student Expectations

- Read this entire syllabus carefully
- Participate actively in all course activities
- Complete homework assignments: read your notes before starting the homework assignment, make sure you understand it completely before considering it done
- Work through each lab and make sure you understand the theoretical concepts

General Class Rules

- Attendance is not mandatory but you are strongly encouraged to attend every lecture and lab. You are encouraged to come to class on time and stay until the end of the lecture. If you arrive late or must leave early, do so without distracting your fellow students.
- You are responsible for all course material and your decision to attend lectures and completing coursework. I do not repeat lectures or provide notes for those who miss class.
- It is the student's responsibility to initiate a withdrawal before midterm, but I reserve the right to withdraw a student that missed half of the quizzes and tests.
- A student not withdrawn from a course who stops attending class is subject to receiving a grade WF or F.
- All coursework is individual coursework. Identical or similar programs turned in by two or more students receive a grade of zero.
- Quiet chat and mutual help are acceptable, sharing solutions is forbidden. You may discuss your general approach and strategy with fellow students. You may not submit someone else's work as your own. The following are examples of unauthorized actions: copying or sharing files, sharing screenshots of code, dictating what to type, submitting work not created by you. If you are unsure about the distinction, ask first.
- Any violations of AU Academic Honesty Policy will be investigated and reported.

Grading

Students will be evaluated using different types of evaluation:

- 1. Quizzes with questions taken from or inspired by homework and lab assignments.
- 2. Two Individual coding projects to be completed at home.
- 3. There will be two in-class exams held during the regular semester.
- 4. Cumulative final exam will take place during the exam period.

Homework and lab assignments are not graded. Their purpose is to prepare the student for the graded assessments. Your grade will be computed as follows:

Quizzes $(\times 5)$	10 %
Projects (\times 2)	10 %
Exam 1	20 %
Exam 2	20 %
Final Exam	40 %

Course Grade Scale

Α	В	С	D	F
$\geq 90 \%$	80 - 89 %	70 - 79 $\%$	60 - 69 %	< 60

I do not curve individual examinations. At the end of the course, the class average is calculated to determine if an overall scaling of grades is necessary.

Quiz Absence

There are no makeup quizzes.

Exam Absence

There will be no makeup exams, but alternative scheduling may be coordinated with me prior to the exam. Under certain circumstances and with prior permission, I may grant you permission to count your Final Exam grade as a missed exam grade. Note that this allowance is available only to replace one missed exam. Unexcused missed exams will result in a zero grade. Any student missing the final exam without a documented excuse (brought to me or to the Dean of Student Life), or who has not taken action to withdraw will receive a grade F. In case of a documented emergency at the time of the final, the student may be allowed to receive a grade I.

Hardware Requirements

You will need access to a desktop or laptop computer to do course exercises (MacOS, Windows, Linux). Sufficient screen size and physical keyboard are necessary for programming. Options for hardware:

- Use your own computer (recommended) or computers in classroom
- Visit one of the computer labs on campus
- $\bullet\,$ Use the lab reserved for students enrolled in CSCI/AIST/MS-IMS class, in UH room 131

Academic Accommodations & Assistance

I am your first point of contact for any questions regarding the content of this class, but many other resources are available:

- Testing & Disability Services can help accommodate this class. Contact Testing and Disability Services (Galloway Hall; 706.737.1469; www.augusta.edu/tds) for more information and/or to initiate the process for accessing academic accommodations.
- Student Counseling Psychological Services (SCAPS) assists schedule students with a variety of personal, developmental, and mental health concerns. www.augusta.edu/counseling
- Student Assistants CJ Tran is our undergraduate course assistant (UCA) throughout the semester. You can email him directly to request additional tutoring sessions and help with any course material.

Course Schedule

Week	Assessments	Topics	Activities	Notes
1 (5/19 - 5/20)	Syllabus, introduction	Labs: Introduction,		
	first program, displaying output	HelloWorld		
2 (5/24 - 5/27)	5/26: Quiz 1	data types, variables	Homework 1	
		type conversion, user input	Labs: FirstProgram,	
		Variables, Casting,		
		UserInput		
3 (6/1 - 6/3)	6/2: Quiz 2	classes, objects, accessors, mutators	Homework 2	5/31 - no class
		methods, constructors	Labs: Rectangle	
		review	PreciseRectangle	
4 (6/7 - 6/10)	6/7: Exam 1	conditional statements (if, switch)	Labs: Booleans	
	6/11: Project 1	relational, logical, ternary operators	If, IfAndSwitch	
5 (6/14 - 6/17) 6/16: Quiz 3	while, do while	Homework 3	6/15 - last day to withdraw	
		input validation	Labs: IncrementDecrement	
		arrays (intro)	While, ValidatingInput	
			ArrayBasics	
6 (6/21 - 6/24) 6/23: Quiz 4	6/23: Quiz 4	arrays (cont.), for	Homework 4	
		foreach	Labs: For, ArrayOperations	
		review	Optional: AdvancedArrays	
			Optional: foreach	
7 (6/28 - 7/1)	6/28: Exam 2	Random, char	Labs: Random, Char	
7/2: Projec	7/2: Project 2	UML (class diagram)	ClassDiagram	
8 (7/6 - 7/8)	7/7: Quiz 5	static keyword	Homework 5	7/5 - no class
		review for final	Labs: Static,	
			ChemicalElements	
9 (7/12 - 7/13)		review for final		7/12 - last day of classes
	7/13: Final Exam			