## Syllabus
### CS 1400
**Fundamentals of Computer Programming**  
**Fall Semester 2016**

| Instructor: | **Faith Satterthwaite**  
**Phone:** (801) 668-4023 (call or text)  
**E-mail:** faithsatterthwaite@weber.edu  
**Office:** Davis Campus, D2 Room 308C  
**Office Hours:** Monday/Wednesday 12:00 – 2:30  
**DO NOT contact me via Canvas. I will not get your message. PLEASE USE the email above and email me directly.** |
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<thead>
<tr>
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<tbody>
<tr>
<td>Classroom:</td>
<td>Davis Campus, Bldg 2, Room 226</td>
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<tr>
<td>Days/Time:</td>
<td>Mondays and Wednesdays/ 9:30 AM – 11:20 AM</td>
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| Textbook: | *Intro to Programming with Java (2nd Edition)*  
Dean and Dean  
ISBN: 978-0-07-337606-6 |
| Goal: | The purpose of this course is to teach the crucial skills of problem solving. The tool used to solve problems in this course is the Java programming language. In order to use Java effectively, students will learn the fundamentals of programming using the syntax of Java. Students will then in turn use those skills to write programs in order to solve problems. Co-requisite: CS 1030. |
| Class: | The class will use the “flipped classroom” method of instruction. Students will be assigned and expected to listen to/view the lectures for each week’s coursework prior to coming to class that week. The time in class will then be used to work on the assignment. This format allows the instructor more time for one-on-one instruction and for the students to receive more immediate feedback to questions as they complete the assignment. The objective of structuring the class this way is to increase understanding. |
| Discussion & Attendance: | Attendance will be recorded and will account for 10% of the total grade. |
| Homework Assignments: | There will be 13 assignments for the class. The assignments will be posted in the coursework folder on WSU Online. The due date for each assignment will be the Monday after it is assigned. Late assignments will be accepted for up to an additional week with a 10% penalty to provide for unforeseen circumstances. Assignments count for approximately 65% of the final grade. |
| Grading Rubric: | The assignments will be graded based on the following:  
- Does it compile and run? (80%)  
- Does it meet all of the requirements? (10%)  
- Is it properly commented and contains indentation and... |
**Website:**
Supplementary information for the course is available on WSU Online at https://weber.instructure.com/courses/407739.

**Quizzes:**
There will be a quiz on the lectures each Monday to help encourage students to go through the lectures prior to class. Quizzes count for approximately 5% of the final grade.

**Exams:**
There will be at two exams for the course. They will be both written & programming exams. Exams count for approximately 20% of the final grade, with each exam counting for 10% of the final grade. Exams can only be taken on the days given unless arrangements are made to take them ahead of time.

**Grading Structure:**

<table>
<thead>
<tr>
<th></th>
<th>Percentage</th>
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<tbody>
<tr>
<td>Homework Assignments</td>
<td>65%</td>
</tr>
<tr>
<td>Quizzes &amp; Exams</td>
<td>25%</td>
</tr>
<tr>
<td>Discussion &amp; Attendance</td>
<td>10%</td>
</tr>
<tr>
<td><strong>Total Possible</strong></td>
<td><strong>100%</strong></td>
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**Extra Credit:**
Extra credit will not be offered in this class.

**Accommodations for Disabilities:**
Any student requiring accommodations or services due to a disability must contact Services for Students with Disabilities (SSD) in room 181 of the Student Services Center.

**Course Fees:**
Course fees for the Computer Science major are designed to cover the costs of lab equipment maintenance and replacement including desktop and server computer systems and software; consumable materials and supplies; and support for lab aides, student tutors, and online instructional resources.

**Academic Honesty:**

*CS policy dictates that any verifiable evidence of student academic cheating, as defined and determined by the instructor, will result in: 1) an automatic failing grade for the class and 2) a report to the Dean of Students that will include the student’s name and a description of the student’s dishonest conduct.*

Academic dishonesty will not be tolerated in this class. There are no circumstances that would allow for cheating. Students are expected to maintain the highest standard of academic honesty in this class – such standards of integrity and academic ethics will carry through your careers. The WSU Student Code clarifies cheating, which includes, but is not limited to:

1. Copying from another student's test;
2. Using materials during a test not authorized by the person giving the test;
3. Collaborating with any other person during a test without
authorization;
4. Knowingly obtaining, using, buying, selling, transporting, or soliciting in whole or in part the contents of any test without authorization of the appropriate University official
5. Bribery any other person to obtain any test;
6. Soliciting or receiving unauthorized information about any test;
7. Substituting for another student or permitting any other person to substitute for oneself to take a test.

Plagiarism, which is the unacknowledged (uncited) use of any other person’s or group’s ideas or work. This includes purchased or borrowed papers;

Collusion, which is the unauthorized collaboration with another person in preparing work offered for credit;

Falsification, which is the intentional and unauthorized altering or inventing of any information or citation in an academic exercise, activity, or record-keeping process;

Giving, selling, or receiving unauthorized course or test information;

Using any unauthorized resource or aid in the preparation or completion of any course work, exercise, or activity;

Infringing on the copyright law of the United States which prohibits the making of reproductions of copyrighted material except under certain specified conditions.

**Allocated Time:**

This is a four-credit hour class. You should expect to spend two or three hours of study time per week for each credit hour of a university course. Computer science and programming classes typically require study time in the upper range.

**“I REALLY, REALLY NEED TO PASS” Policy:**

The best and most effective way to pass this class is to submit assignments and class work on time, read the material, and take notes. If you complete and submit all assignments and class work on time, you should have no trouble passing this class. If you approach me at any time, asking for a special allowance to be made, and have not submitted all assignments and class work on time then, in the words of the great Gandalf the Grey.
The curriculum in this class has been carefully designed to fit the number of weeks in this course. In order to assure the academic integrity and rigor of this course, student grades must be founded on the degree to which the course requirements are fulfilled.

### Grading Structure:

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<thead>
<tr>
<th>Total Grade</th>
<th>Grade</th>
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<th>Grade</th>
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<tbody>
<tr>
<td>90% &lt;= Total Grade</td>
<td>A</td>
<td>A-</td>
<td>C</td>
</tr>
<tr>
<td>&gt;94%</td>
<td></td>
<td></td>
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<tr>
<td>87% &lt;= Total Grade</td>
<td>B+</td>
<td>B+</td>
<td>D</td>
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<tr>
<td>&gt;90%</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>84% &lt;= Total Grade</td>
<td>B</td>
<td>B-</td>
<td>D-</td>
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<tr>
<td>&gt;87%</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>80% &lt;= Total Grade</td>
<td>C+</td>
<td>C+</td>
<td>E</td>
</tr>
<tr>
<td>&gt;84%</td>
<td></td>
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<td></td>
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<tr>
<td>77% &lt;= Total Grade</td>
<td>C+</td>
<td>C+</td>
<td>E</td>
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<tr>
<td>&gt;80%</td>
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<tr>
<td>Total Grade &lt; 60%</td>
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**Incompletes can be given only in extraordinary circumstances.**

### Class Schedule and Course Outline

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<thead>
<tr>
<th>Week Of</th>
<th>Topic</th>
<th>Coursework</th>
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<tbody>
<tr>
<td>Week 1</td>
<td><em>Beginning the Mission: Introduction to Problem Solving</em></td>
<td>Operation #1</td>
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<tr>
<td>August 29</td>
<td>Ch. 1: Introduction to Computers and Programming</td>
<td>Week 1 Quiz</td>
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<td>Ch. 2: Algorithms and Design</td>
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<tr>
<td>Week 2</td>
<td><em>Java Basics: What Are Variables?</em></td>
<td>Operation #2</td>
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<tr>
<td>September 5</td>
<td>Ch. 3: Java Basics</td>
<td>Week 2 Quiz</td>
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<td><strong>NO CLASS MONDAY, SEPT 5: LABOR DAY</strong></td>
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| Week 3  | September 12 | **Conditionals and Loops**  
|         |              | Ch. 4: Control Statements  
|         |              | Operation #3  
|         |              | Week 3 Quiz  
| Week 4  | September 19 | **Methods, Methods, Methods**  
|         |              | Ch. 5: Using Prebuilt Method  
|         |              | Operation #4  
|         |              | Week 4 Quiz  
| Week 5  | September 26 | **Putting it Together**  
|         |              | Review  
|         |              | Operation #5  
| Week 6  | October 3    | **Midterm Exam**  
|         |              | NO CLASS WEDNESDAY, OCT 5  
|         |              | Midterm Exam 10/3 to 10/8  
| Week 7  | October 10   | **Containing It: Arrays & ArrayLists**  
|         |              | Ch. 9: Arrays  
|         |              | Ch. 10: ArrayLists  
|         |              | Operation #6  
|         |              | Week 7 Quiz  
| Week 8  | October 17   | **Exceptional Exception Handling**  
|         |              | Ch. 15: Exception Handling  
|         |              | Operation #7  
|         |              | Week 8 Quiz  
| Week 9  | October 24   | **Files, Buffers, & Channels – OH MY!**  
|         |              | Ch. 16: Files, Buffers, Channels, & Paths  
|         |              | Operation #8  
|         |              | Week 9 Quiz  
| Week 10 | October 31   | **What Are Objects?**  
|         |              | Ch. 6: Object-Oriented Programming  
|         |              | NO CLASS MONDAY, OCT 31: HALLOWEEN  
|         |              | Operation #9  
|         |              | Week 10 Quiz  
| Week 11 | November 7   | **More About Objects**  
|         |              | Ch. 7: Object-Oriented Programming – Additional Details  
|         |              | Operation #10  
|         |              | Week 11 Quiz  
| Week 12 | November 14  | **Putting it Together: Robot Battle**  
|         |              | Robocode  
|         |              | Operation #11  
| Week 13 | November 21  | **Is It Gooey or GUI?**  
|         |              | Ch. 17: GUI Programming Basics  
|         |              | NO CLASS WEDNESDAY, NOV 23  
|         |              | Operation #12  
|         |              | Week 12 Quiz  
| Week 14 | November 28  | **Putting It Together: Practicing OOP**  
|         |              | Review  
|         |              | Operation #13  
| Week 15 | December 5   | **Final Exam**  
|         |              | LAST DAY OF CLASS MONDAY, DEC 5  
|         |              | Final Exam 12/5 to 12/10  