CS 1400	Fundamentals of Programming Spring Semester 2013

Instructor	Spencer Hilton Office: TE 110B Phone: 801-626-7616 E-mail: spencerhilton@weber.edu Office Hours: 9:00 am – 9:30 am (M/W); 9:30 am – 11:30 am (T/Th)
Classroom	Online
Days	N/A
Time	N/A
Texts	*Introduction to Programming with Java: A Problem Solving Approach* by Dean & Dean. (ISBN: 978-0-07-304702-7)
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 to solve problems.
Class	Class will consist of audio & video lectures, discussion on topics related to the textbook, and online video chats. Questions and comments on the discussion board are encouraged. It is important that students: 1) Listen to / view the weekly lectures, 2) Participate in or watch the archives of the online chats, and 3) Read the chapters, in order to succeed in the course.
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 Tuesday. Late assignments will be accepted for up to an additional week with a 10% penalty to provide for unforeseen circumstances. Assignments count for approximately 80% of the final grade.
Exams	There will be at two exams for the course. They will be both written & programming exams, and will be administered via WSU Online. Exams count for approximately 20% of the final grade, with each exam counting for 10% of the final grade.
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 Service Center.
Grading	The final grade will be given based on points accumulated through exams and labs. Standard grading will apply: 94-100 A; 90-93 A-; 87-89 B+; 84-86 B; 80-83 B-; 77-79 C+; 74-76 C; 70-73 C-; 67-69 D+; 64-66 D; 60-63 D-; 59 or below E.
Policies	Exams can only be taken on the days given unless arrangements are made to take them ahead of time.

Cheating	Students are expected to maintain academic ethics and integrity in regards to performing their own work. The WSU Student Code states clarifies cheating. Cheating, which includes but is not limited to: 1) Copying from another student's test paper; 2) Using materials during a test not authorized by the person giving the test; 3) Collaborating with any other person during a test without authority; 4) Knowingly obtaining, using, buying, selling, transporting, or soliciting in whole or in part the contents of any test, without authorization of the appropriate official; 5) Bribing 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. <u>b. Plagiarism, which is the unacknowledged (uncited) use of any other person or group's ideas or work. This includes purchased or borrowed papers;</u> <u>c. Collusion, which is the unauthorized collaboration with another person in preparing work offered for credit;</u> d. Falsification, which is the intentional and unauthorized altering or inventing of any information or citation in an academic exercise, activity, or record-keeping process; e. Giving, selling or receiving unauthorized course or test information; f. Using any unauthorized resource or aid in the preparation or completion of any course work, exercise or activity; g. Infringing on the copyright law of the United States which prohibits the making of reproductions of copyrighted material except under certain specified conditions; *CS Department 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. **Instructor Note**: The most common form of cheating in programming courses is to "borrow" code from the Internet or copy code from a fellow student. To submit work that you did not create is cheating and will result in failure of the course. No matter how desperate the situation seems, a 0 on an assignment is better than an E for the course. Please do not cheat.

Class Schedule and Course Outline

Week of	Topic	Assignments
Jan 7 Week 1	Introduction to Problem Solving Ch. 1: Introduction to Computers and Programming Ch. 2: Algorithms and Design	Assignment #1
Jan 14 Week 2	Ch. 3: Java Basics	Assignment #2
Jan 21 Week 3	Ch. 4: Control Statements	Assignment #3
Jan 28 Week 4	Ch. 5: Using Pre-Built Methods	Assignment #4
Feb 4 Week 5	Review	Assignment #5
Feb 11 Week 6	**Midterm Exam**	
Feb 18 Week 7	GameMaker	Assignment #6
Feb 25 Week 8	Ch. 6: Object-Oriented Programming	Assignment #7
Mar 4	**Spring Break – No Classes**	
Mar 11 Week 9	Robocode	Assignment #8

Mar 18 Week 10	Ch. 10: Arrays and ArrayLists	Assignment #9
Mar 25 Week 11	Ch. 14: Exception Handling	Assignment #10
Apr 1 Week 12	Ch. 15: Files	Assignment #11
Apr 8 Week 13	Ch. 16: GUI Programming Basics	Assignment #12
Apr 15 Week 14	Review	Assignment #13
Apr 22	**Final Exam** **(Apr 15 – Apr 23)**	