# Syllabus – CS1400 – Fundamental of Programming

<table>
<thead>
<tr>
<th>Instructor:</th>
<th>Alison Sunderland</th>
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<tbody>
<tr>
<td>E-Mail:</td>
<td><a href="mailto:alisonsunderland@weber.edu">alisonsunderland@weber.edu</a></td>
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<td></td>
<td><em>The materials may be supplemented with additional web links</em></td>
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## Course Description:
This course covers basic operating system operation and components of the development environment. The majority of the course covers basic problem solving and program design of a software application using a selected language.

Topics presented and discussed depending on selected language include: thinking logically to solve problems, working with input/output devices, compilation and library use, structured programming and modularity concepts, conditional and iterative structures including recursion, data types and structures, and pointers.

Pre-requisite/Co-requisite: CS 1030.

## Course Objectives:
In addition to the topics mentioned in the Course Description, I also want to focus on these objectives:
- To understand why OO programming is practical and useful for today's applications and work environments.
- To use Java as an instructional language to prepare for future courses.
- To understand how Java works, and in comparison to other programming languages.
- *To help you understand the problem solving process common among experienced developers.*

## Students with Disabilities:
Any student requiring accommodations or services due to a disability must contact Services for Students with Disabilities (SSD) in room 221 of the Student Services Center here at the Davis Campus.

SSD can also arrange to provide course materials (including this syllabus) in alternative formats if necessary).

You can also call 801-395-3524 for more details.

## Allocated Time:
You should anticipate spending two to three hours of study per week for each credit hour of a university course. Computer and programming classes typically require time in the upper range.

## Canvas:
This course will have a strong online component via the Canvas course management system. To log on to the course, go to [http://canvas.weber.edu](http://canvas.weber.edu), and follow the login instructions. You will need your WSU wildcat name and password to log in. You should have already received this information from the admissions department. If you still have problems getting into the course, please email me and I will see if I can resolve the issue.

If you are unfamiliar with Canvas, go to [https://learn-wsu.uen.org/courses/8878](https://learn-wsu.uen.org/courses/8878) for a student orientation. Click on the links on the left side of the page. PDF help documents are available at [http://departments.weber.edu/ce/distancelearning/CanvasFAQ.aspx](http://departments.weber.edu/ce/distancelearning/CanvasFAQ.aspx)
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<tr>
<th>Grading:</th>
<th>Total</th>
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<tbody>
<tr>
<td><strong>Weekly Classwork/Participation</strong></td>
<td>10%</td>
</tr>
<tr>
<td><strong>Weekly Homework Assignments:</strong></td>
<td>70%</td>
</tr>
<tr>
<td>Computer Programs/Test Cases</td>
<td></td>
</tr>
<tr>
<td><strong>Final Project</strong></td>
<td>20%</td>
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<tr>
<td><strong>Total Points Possible</strong></td>
<td>100%</td>
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**Classwork / Participation**: Classwork is made up of individual and/or group work complementing the material covered in class. Classwork is completed during class and submitted online or on paper at the end of class. Classwork accounts for 10% of the total grade.

**Homework Assignments / Computer Programs**: Homework assignments are made up primarily of computer programs but there may be some additional assignments given during the first few weeks of class.

Computer programs will be graded on the following criteria:

1) detailed comments (pseudocode)
2) descriptive variable names
3) readability of the source code (use of white space, indents, blank lines)
4) professionalism of the user interface (spelling, spacing, wording of prompts and output, etc.)
5) Finally, whether or not the program runs and gives the correct answer.

Computer programs account for 70% of the total grade.

Homework will be submitted online on or before the due date; normally, one week after the date it was assigned.

**Test Cases**: A test case is a sequence of input conditions or values along with the expected output which a tester uses to determine if a program is functioning correctly. Test cases will be submitted for each computer program. Test Cases will be included as a part of the grade for each computer program.

Refer to Developing Test Cases in the Getting Started Module in Canvas for instructions on how to develop a full set of test cases.

**Final Project**: There will be no midterm or final exam in this class. Instead there will be a Final Project. The grades in this class are made up entirely of your ability to write programming code, so the final project will require the use of all the concepts learned during the course of the class. The Final Project accounts for 20% of the total grade.

**Late/Missing Homework**: Late assignments will not be accepted. Homework can be made up only for absences that were pre-arranged or excused. Classwork cannot be made up.

**Cheating**: Cheating will not be tolerated under any circumstances. If a student is caught cheating, the student will receive an automatic failure for the course. If it occurs again, the student will be expelled from the program for a period of one semester (not including summer).
third occurrence will result in dismissal from the program.

The WSU Student Code explains:

a. Cheating, which includes but is not limited to:
   i) Copying from another student's test;
   ii) Using materials during a test not authorized by the person giving the test;
   iii) Collaborating with any other person during a test without authorization;
   iv) 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;
   v) Bribing any other person to obtain any test;
   vi) Soliciting or receiving unauthorized information about any test;
   vii) Substituting for another student or permitting any other person to substitute for oneself to take a test.

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

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

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.

<table>
<thead>
<tr>
<th><strong>Letter Grades:</strong></th>
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<tbody>
<tr>
<td><strong>Total &gt;= 94%</strong></td>
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<tr>
<td><strong>90% &lt;= Total &lt; 94%</strong></td>
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<tr>
<td><strong>87% &lt;= Total &lt; 90%</strong></td>
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<tr>
<td><strong>84% &lt;= Total &lt; 87%</strong></td>
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<tr>
<td><strong>80% &lt;= Total &lt; 84%</strong></td>
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<tr>
<td><strong>77% &lt;= Total &lt; 80%</strong></td>
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Incompletes can only be given in extraordinary circumstances.