# Syllabus

## CS 1030

### Introduction to Computer Science

**Spring Semester 2017**

<table>
<thead>
<tr>
<th>Instructor:</th>
<th>Faith Satterthwaite</th>
</tr>
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<tbody>
<tr>
<td>Phone:</td>
<td>(801) 668-4023 (call or text)</td>
</tr>
<tr>
<td>E-mail:</td>
<td><a href="mailto:faithsatterthwaite@weber.edu">faithsatterthwaite@weber.edu</a></td>
</tr>
<tr>
<td>Office:</td>
<td>Davis Campus, D2 Room 308C</td>
</tr>
<tr>
<td><strong>Office Hours</strong>:</td>
<td>Mondays 1:30 – 5:30 &amp; Tuesdays 4:00 - 5:30</td>
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<tr>
<td><strong>DO NOT</strong> contact me via Canvas. I will not get your message. <strong>PLEASE USE</strong> the email above and email me directly.</td>
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| Classroom: | Davis Campus Building 2 225 |

| Days/Time: | Mon/Wed 9:30 AM - 11:20 AM |

| Textbook: | *Connecting with Computer Science (2nd Edition)*  
Anderson, Ferro, and Hilton  
ISBN: 978-1-4390-8035-1 |

| Goal: | A solid foundational introduction to Computer Science course is essential in undergraduate programs to ensure that all students are on the same footing for subsequent courses. This course follows the core body of knowledge specified by the ACM which provides students with a broad overview of topics they might encounter within the Computer Science curriculum.  
The course is taught at an introductory level and includes topics such as: history of computers, computer architecture, operating systems, worldwide web and HTML, programming with Java, database, software engineering, networking, and more. Through a series of lectures, discussions, textbook exercises, quizzes, tests, and labs students will learn first-hand about the field of computer science as both a degree and a career. |

| Class: | This is considered a lecture class. Taking notes and discussion participation is highly recommended. It is expected that students read the assigned material, and recommended that it be read PRIOR to the beginning of each lecture. Class will consist of lectures, discussions, quizzes, class work (individual and/or group), and exams. |

| Homework Assignments: | There will be an assignment and a discussion due each week. 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. There will be an 8 hour grace period during which no late penalty will be assessed. No late assignments will be accepted after this additional week. Assignments count for approximately 50% of the final grade.

**Participation:**

This class will have weekly discussion topics. Each topic requires one response to the given topic, and one response to at least three posts from other classmates (minimum for four posts). Participation counts for 15% of your final grade.

**Programming Assignments:**

Two computer programs, written in Java, are assigned during the final two chapters of the textbook. *Programs will be graded on readability (whitespace), detailed comments, program header, descriptive variable names, and functionality.* Programming assignments account for 10% of the total grade.

The programming assignments will be graded based on the following:
- Does it compile and run? (50%)
- Does it meet all of the requirements? (40%)
- Is it properly commented and contains indentation and white space? (10%)

**Website:**

Supplementary information for the course is available on WSU Online at https://weber.instructure.com/courses/30739.

**Quizzes:**

There will be a quiz on the lectures each Monday to help encourage students to go through the lectures prior to class. You may take the quiz as many times as you want and the highest score will be kept. Quizzes count for approximately 5% of the final grade.

**Exams:**

There will be at two exams for the course. They will be a mixture of multiple choice and short answer. Exams count for approximately 20% of the final grade.

**Midterm:** Consists of true/false, multiple choice, short answer and essay questions. The midterm exam covers chapters 1 through 8 of the textbook and accounts for 10% of the total grade.

**Final:** Consists of true/false, multiple choice, short answer and essay questions. The final exam covers chapters 9 through 15 of the textbook and accounts for 10% of the total grade.

Exams can only be taken on the days allotted 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>Weekly Discussions/Participation</td>
<td>15%</td>
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</table>
Homework Assignments 50%
Quizzes & Exams 25%
Programming Assignments 10%
Total Possible 100%

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. 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.
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, "You shall not pass!"
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:

<table>
<thead>
<tr>
<th>Grade</th>
<th>Total Grade</th>
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<tbody>
<tr>
<td>A</td>
<td>Total Grade &gt;= 94%</td>
</tr>
<tr>
<td></td>
<td>74% &lt;= Total Grade &gt; 77%</td>
</tr>
<tr>
<td>A-</td>
<td>90% &lt;= Total Grade &gt; 94%</td>
</tr>
<tr>
<td></td>
<td>70% &lt;= Total Grade &gt; 74%</td>
</tr>
<tr>
<td>B+</td>
<td>87% &lt;= Total Grade &gt; 90%</td>
</tr>
<tr>
<td></td>
<td>67% &lt;= Total Grade &gt; 70%</td>
</tr>
<tr>
<td>B</td>
<td>84% &lt;= Total Grade &gt; 87%</td>
</tr>
<tr>
<td></td>
<td>64% &lt;= Total Grade &gt; 67%</td>
</tr>
<tr>
<td>B-</td>
<td>80% &lt;= Total Grade &gt; 84%</td>
</tr>
<tr>
<td></td>
<td>60% &lt;= Total Grade &gt; 64%</td>
</tr>
<tr>
<td>C</td>
<td>D+</td>
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<tr>
<td>C-</td>
<td>D</td>
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Commenting Your Code
Here are some useful tips to comment your code correctly:

1. Use a header (or prologue). It provides useful information about the program and allows another programmer to glance at it quickly and get an idea of the program does.

2. Use comments for methods and logic. This allows another programmer (or your self later down the road) to quickly see what a method will be used for or what logic a block of code will be processing.

3. Use ending comments. These are comments that are put at the end of a blocked piece of code, placed directly after the closing curly bracket. They are for code readability and can be very helpful when debugging live of code.

Example:
/********************
* Yoda.java
* Faith Satterthwaite
*
* This program prints a famous Yoda phrase.
********************
*/
public class Yoda
{
    public static void main (String [] args)
    {
        // Prints out the Yoda phrase.
        System.out.println("Do or do not, there is no try.");
        } // end main
} // end class Yoda

Class Schedule and Course Outline
See Canvas course for assignment schedule and course outline.