

CS 1400	Fundamentals of Programming Spring Semester 2019
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Instructor	AJ Hepler Office: D2 308D (Davis Campus) Phone: 801-395-3433 E-mail: ajhepler@weber.edu Office Hours: Davis Campus: Room D2 308D Tue, Thurs 5:30pm-7:00pm Ogden Campus: Room EH 311 Tue, Thurs 1:30pm-2:30pm Online: By appointment
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Classroom	Online
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Textbook	This course will utilize an online interactive textbook called zyBooks. You will be required to sign up and subscribe to the service in order to complete the required assignments in this course. To access the service, follow the steps below: <ol style="list-style-type: none"> 1. Sign up at https://learn.zybooks.com/signup 2. When prompted, enter this code: WEBERCS1400HeplerSpring2019 3. Subscribe to the class <p>Optional reference textbook: <i>Introduction to Programming with Java: A Problem Solving Approach</i> (2nd Edition) by Dean & Dean. (ISBN: 978-0073376066)</p>
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Course Description	This course covers basic operating system navigation and components of the program development process. The majority of the course covers basic problem solving and program design of a software application using a selected language. <p>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, object oriented design, data types and structures, and pointers</p> <p>Prerequisite/Co-requisite: CS 1030 or NET 1300</p>
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Learning Outcomes	Upon successful completion of this course, the student shall be able to: <ul style="list-style-type: none"> • Summarize OOP and its usefulness in today’s applications and work environments. • Compare Java to other programming languages • Analyze client requirements • Evaluate problem solving approaches and develop algorithms • Write pseudocode • Compare selection structures • Compare and contrast looping structures • Manipulate data structures • Develop effective structured programs • Develop detailed test scenarios for software programs
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Class Information	Class will consist of video lectures, projects, challenge activities, quizzes out of the textbook, and exams. Questions and comments are encouraged. It is expected that students will read the material related to each week’s coursework. It is also expected that students will read the any posts and pay attention to any announcements posted throughout the semester.																																						
Assignments / Exercises / Projects	There will be weekly assignments for the class accessible at the beginning of each week on Canvas. Assignments will consist of textbook challenge activities, quizzes, and programming projects. Due dates will be available inside each assignment’s instructions. Late assignments may be accepted with a 10% penalty for up to an additional week to provide for unforeseen circumstances. Late work beyond one week of the assignment deadline will not be accepted (barring extenuating circumstance).																																						
Exams	There will be two exams for the class. The exams will be administered via the Chi Tester and count for 30% 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	<p>Final grades will be weighted based on the following criteria:</p> <table border="1" data-bbox="456 877 932 1016"> <tr> <td>Quizzes</td> <td>10%</td> </tr> <tr> <td>Challenge Activities</td> <td>20%</td> </tr> <tr> <td>Programming Projects</td> <td>40%</td> </tr> <tr> <td>Exams</td> <td>30%</td> </tr> </table> <p>The final grade will be given based on points accumulated through assignments, quizzes, exams and projects. Standard grading will apply:</p> <table border="1" data-bbox="456 1150 932 1360"> <tr> <td>94-100</td> <td>A</td> <td></td> <td>74-76</td> <td>C</td> </tr> <tr> <td>90-93</td> <td>A-</td> <td></td> <td>70-73</td> <td>C-</td> </tr> <tr> <td>87-89</td> <td>B+</td> <td></td> <td>67-69</td> <td>D+</td> </tr> <tr> <td>84-86</td> <td>B</td> <td></td> <td>64-66</td> <td>D</td> </tr> <tr> <td>80-83</td> <td>B-</td> <td></td> <td>60-63</td> <td>D-</td> </tr> <tr> <td>77-79</td> <td>C+</td> <td></td> <td>0-59</td> <td>E</td> </tr> </table> <p>You can check your grade at any given time by accessing your gradebook in Canvas. Keep in mind that any assignment that shows a dash (-) has not been considered toward your grade. If you did not submit an assignment that shows a dash, it will impact your grade once that assignment is graded as 0. The Canvas gradebook allows you to do “What-If” scenarios so you know what scores you need to get to finish the course with a particular grade.</p>	Quizzes	10%	Challenge Activities	20%	Programming Projects	40%	Exams	30%	94-100	A		74-76	C	90-93	A-		70-73	C-	87-89	B+		67-69	D+	84-86	B		64-66	D	80-83	B-		60-63	D-	77-79	C+		0-59	E
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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.																																						
Policies	Exams can only be taken on the days given unless arrangements are made to take them ahead of time. Notification of absences should be communicated to your instructor as soon as possible. If you know you are going to miss class for any reason, notify your instructor before-hand to work out a plan to make up any assignments or to obtain materials for concepts you may miss.																																						

**Academic Integrity
(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
8. Plagiarism, which is the unacknowledged (uncited) use of any other person or group's ideas or work. This includes purchased or borrowed papers.
9. Collusion, which is the unauthorized collaboration with another person in preparing work offered for credit
10. Falsification, which is the intentional and unauthorized altering or inventing of any information or citation in an academic exercise, activity, or record-keeping process
11. Giving, selling or receiving unauthorized course or test information
12. Using any unauthorized resource or aid in the preparation or completion of any course work, exercise or activity
13. Infringing on the copyright law of the United States which prohibits the making of reproductions of copyrighted material except under certain specified conditions

School of Computing 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
2. A report to the Dean of Students that will include the student's name and a description of the student's dishonest conduct

Further disciplinary action may be taken by the University as it deems appropriate. You can find more information about academic honesty in the Weber State Policies and Procedures Manual. http://www.weber.edu/ppm/Policies/6-22_StudentCode.html

If you are not sure whether or not you might violate one of these stipulations, check with your instructor prior to submitting any assignments with questionable content. Refrain from the urge to copy and paste content from the web or anywhere else. A poor grade on a single assignment is much better than a failing grade for the course.

Course Fees

Course fees for the CS 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.

Emergency Closure

In the event of an emergency or campus closure, please check Canvas for more information. You may want to sign up for Weber State's Code Purple if you haven't done so already to be alerted when these things happen. (<https://www.weber.edu/codepurple>)

Tentative Class Schedule and Course Outline (subject to change)

Week of	Topic	Coursework
January 7 Week 1	Introduction to Java	Pre-course Assessment Week 1 Challenge Activities Quiz: Java Introduction Programming Project 1
January 14 Week 2	Variables, Data Types, and Algorithms	Week 2 Challenge Activities Quiz: Variables Programming Project 2
January 21 Week 3	If/Else Statements, Logical Operators, Switches, and Comparisons	Week 3 Challenge Activities Quiz: Control Flow Programming Project 3
January 28 Week 4	Loops and Repetition	Week 4 Challenge Activities Quiz: Loops Programming Project 4
February 4 Week 5	Introduction to Arrays	Week 5 Challenge Activities Quiz: Arrays Programming Project 5
February 11 Week 6	More Control Flow, Loops, and Arrays	Programming Project 6
February 18 Week 7	Midterm Review	Midterm Exam (Available Feb 18 – Feb 23)
February 25 Week 8	Creating and Using Custom Methods	Week 8 Challenge Activities Quiz: Methods Programming Project 7
March 4 Week 9	Spring Break	Spring Break – No Assignments
March 11 Week 10	Exceptions and Exception Handling	Quiz: Exceptions Programming Project 8
March 18 Week 11	Input, Output, and Memory Management	Week 11 Challenge Activities Quiz: Memory Management Quiz: Input/Output Programming Project 9
March 25 Week 12	Robocode	Programming Project 10
April 1 Week 13	Using Objects, Classes, and ArrayLists	Week 13 Challenge Activities Quiz: Object-Oriented Programming Programming Project 11
April 8 Week 14	Java GUI Programming	Quiz: GUI Programming Programming Project 12

April 15 Week 15	Final Exam Review	Study for Final Exam
April 22 Week 16	Finals Week (no classes)	Final Exam (Available Apr 22 – Apr 27)

November 12 Week 12	Robocode	Programming Project 10
November 19 Week 13	Using Objects, Classes, and ArrayLists No Class 11/22 – Thanksgiving Holiday	Week 13 Challenge Activities Quiz: Object-Oriented Programming Programming Project 11
November 26 Week 14	Java GUI Programming	Quiz: GUI Programming Programming Project 12
December 03 Week 15	Final Exam Review	Study for Final Exam
December 10 Week 16	Finals Week (no classes)	Final Exam (Available Dec 03 – Dec 13)