CSC 110: INTRODUCTION TO COMPUTER PROGRAMMING   Winter 2007

Course Description:

Instructor:       Andy McCone

Contact Information
Email: amccone@sccd.ctc.edu
Office: SAM 216
Office Hours: Mon 12 - 1
             Thur 12 – 1
             (or to be arranged)

Course Information: This course is an introduction to Computer Science. You will learn the
general principles of modern programming: how to design, implement,
document and debug a computer program. The computer language
that we will be using is VisualBasic.NET

Here is a (tentative) list of topics that we will cover: Computing
concepts, the visual basic IDE, variables, data types, control
structures, Sub and Function procedures, classes and arrays.

Course Hours:
Sec 02 (item #1169)
Lecture: Room 3167
M W F 1:00 - 1:50pm
Lab: Room 3167
Thurs 1:00 - 2:40 pm

Software (optional):
You can purchase Visual Studio.net for a heavily discounted price at
http://msdn05.e-academy.com/sccc_it
This will not be available until the 2nd week of the course

Note:
All of our work will be completed using Microsoft Visual Basic 2003.
Do not use Microsoft Visual Basic 2005 or 2002.

Course Website:
You will submit assignments, take tests, find reading assignments,
and access other course materials on the website.
http://seattlecentral.edu/faculty/amccone/
Also you can find your login for the lab computers at
http://seattlecentral.edu/computing/stuwebaccts.php

Text: (there is a copy at the reserves in the library)
Programming Visual Basic .NET
by Julia Case Bradley, Anita C. Millspaugh

Supplies: (suggested)
Flash Drive or USB Memory (256mb is plenty)
Assignments & Tests

- There will be 6 assignments for this course. Your lowest score on an assignment will be dropped. Each assignment is worth 30 points and is designed to give you practice with the new skills, concepts, and tools we discuss in class. All the assignments will have clearly marked due dates and must be turned in on time. It will be assigned every two weeks. It will consist of a problem to solve by writing a program.
- You will be expected to be able to explain the logic of your solution to the homework.
- Turning in your homework will be two parts. You will hand in a print-out your program with a self graded evaluation) as well as submitting the electronic version on the website.
- Your homework must be turned in on time (beginning of class). 30% of the points will automatically be taken off any late assignment. If your homework is late by more than 3 days, it won't be graded.
- There will be 4 quizzes worth 6 points each. Your lowest score will be dropped.
- There will be 4 lab exercises worth 6 points each. Your lowest score will be dropped.
- There will be 2 exams (1 midterm and 1 final) worth 24 points each. They will possibly include true/false questions, multiple choice questions, short answer and writing code. There won't be any makeup exams.
- Up to 6 points will be awarded for your successful participation in In Class Group Problems
- There will be 3 extra credit assignments worth 2 points each

Grades

Your grade will be based on the following:

5 Assignments (150 points)
3 Quizzes (18 points)
3 Labs (18 points)
1 Midterm (24 points)
1 Final (24 points)
In class group problems (6 points)
Participation (will not lower your grade but may boost it if you are on the line between two grades.
3 Extra Credits (6 points)

There are 240 total points available to students
If you get 96% of the 240 you will receive a 4.0, if you get 86% you will receive a 3.0 etc.

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Students who are in good standing (turned in homework, taken tests, done well on both) may request a NC grade if they contact me the last week of the quarter.

**Course Activities**

Classroom activities will include *lecture, demonstration, and hands-on practice*. You will need to spend time outside of class to complete the assignments. Computer programming is very difficult and you are responsible for making available time outside of class to complete the reading, studying and assignments based on your own individual learning style. **Just coming to class is not enough.** Do not fall behind or it will be difficult to catch up.

**Resources that help you to learn**

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<thead>
<tr>
<th>Assignments</th>
<th>Handouts</th>
<th>Tutors</th>
</tr>
</thead>
<tbody>
<tr>
<td>Book</td>
<td>Sample programs</td>
<td>Office hours</td>
</tr>
<tr>
<td>Lecture</td>
<td>Software</td>
<td>Email me</td>
</tr>
<tr>
<td>Lab</td>
<td>Syllabus</td>
<td>In class questions</td>
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<td>Tests</td>
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<td>After class questions</td>
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<td>Quizzes</td>
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<td>Website</td>
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- The SCCC Computer Center
  Rm 2BE3148 (third floor)
  206. 587-4194
  url: http://seattlecentral.edu/compcenter/
- A twenty station open lab is located in the Library and is available for student use during library hours.
- The math computer lab on the 1st floor in the new SAM building is open during most afternoons.

**Instructor Expectations**

- I expect you to keep up with the assigned reading. I haven’t required you to read each chapter in our textbooks. Feel free to read as much of the textbooks as you need to in order to complete the assignments and feel comfortable in class.
- Though you may discuss how to approach a problem with other students (and I encourage you to do so), your program has to be yours. Never copy down the program of somebody else’s and claim it as your own work. This would be an instance of cheating. The exception to this is any group or partner activity I assign.
- If you don’t understand something I have said or explained please ask me to make myself clearer.
- You will need to make lab time available to yourself.
- I expect you to check the website on a regular basis, as well as your email.
- I will call on students so be prepared to answer (even if it’s wrong, just try).
- Participation and attendance is expected.
- I also expect you to act in accordance with the Student Conduct policy.
- I expect you to know how you best learn and to structure you time to accommodate that.
- If my office hours don’t work with your schedule let me know and we can arrange any other time to meet.
- You should take notes.
Honesty Policy

Unless informed otherwise*, all of your submissions for both exams and assignments in this course are to represent your own original, independent thinking. Discussing concepts with other students outside of your group and seeking minor assistance on particularly difficult assignment parts are acceptable.

**Unacceptable behaviors:**
- Working together to complete assignments or portions of assignments. The exception to this is any group or partner activity I assign.
- Seeking or providing substantial assistance in completing assignments, including assistance from tutors or Computer Lab staff.
- Copying (either manually or electronically) any part of someone else’s exams or assignments, even if you modify the copied item.
- Letting someone else see or copy any part of your exams or assignments.

**Consequences:**
- All involved parties will receive a zero grade on the specific exam or assignment.
- The incident may be submitted to administrative officials for further discipline, which could include probation or suspension.

* I will assign you to work with a partner or a group in some cases. In this case your work will be a synthesis of the group. I expect all involved to contribute substantially to the project.

**ADA Statement**

If you need course accommodations based on a documented disability, or have any emergency medical information about yourself, or need special arrangements in case the building must be evacuated, please make an appointment with me as soon as possible.
CSC 110 Introduction to Computer Programming Syllabus Acceptance Form

This form is designed to insure that all students have received a syllabus, understand its provisions, and agree to them.

- I have read the syllabus in entirety and accept all its provisions
- I understand that the work of the course requires contestant classroom attendance and active participation
- I understand the workload for this course will be high and have factored that into my schedule
- I will make note of any important dates on the website
- I am aware of the policy concerning late homework and make-up exams
- I understand that I am responsible for my own learning
- I will attend classes and work hard to stay current with the material

---------------------------------------------tear or cut---------------------------------------------

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My signature verifies that I have received a copy of the CSC 110 syllabus and that I agree to its provisions.

Printed Last Name:     Printed First Name:

_________________________________________  _______________________________________

Create coded username so I can post your grades anonymously

_________________________________________

Date:

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For a new skill to become automatic or for new knowledge to become long-lasting, sustained practice, beyond the point of mastery, is necessary
- Daniel T. Willingham

CSC110 Syllabus Winter 07.doc
Page 5 of 5
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