LEHMAN COLLEGE

SYLLABUS

CMP 167: Programming Methods I

Instructor: Songqiao Li (songqiao.li@lehman.cuny.edu)

Section 1: 11:00 am - 12:40 pm (MoWe)
Section 2: 1:00 pm - 2:40 pm (TuTh)
Room: Gillet 219

TA: Jocelyn Mercado (jocelyn.mercado@lc.cuny.edu)
TA: Granit Dedushi (granit.dedushi@lc.cuny.edu)

Course Description: Structured computer programming using a modern high-level programming language. Includes console I/O, data types, variables, control structures, arrays, function definitions and calls, parameter passing, functional decomposition, and an introduction to objects. Debugging techniques.

Prerequisite: MAT 104 or placement by the Department of Mathematics and Computer Science.

Note: For students who intend to major in Computer Science, Mathematics, Computer Graphics and Imaging, or the sciences. Some previous computer programming experience is recommended. Not intended for students in Accounting or Computer Information Systems; the technical content is the same as CIS 166 but the emphasis is different.

Policies:

- Each class will consist of lectures and hands-on workshops
- Collaboration and discussion is highly encouraged
- Regular and punctual attendance at all scheduled classes

Textbook: Think Java: How to Think Like a Computer Scientist (Allen B. Downey & Chris Mayfield)

Piazza: www.piazza.com/lehman/fall2017/cmp167

Grading:

- Homework (6) 30 %
- Quiz (2) 10 %
- Midterm 20 %
- Project 20 %
- Final Exam 20 %

No make-up exams.

Homework assignments are due at the beginning of class but can be turned in early for feedback (via email). Late submission will result in 50 percent penalty.

Project can be done individually or in groups of two. Each team needs to propose a topic, write the program and present the working product in a 5 minute presentation during the last week of the semester.

There will be a 5 percent bonus to the overall grade if no class is missed and every assignment is turned in on time.

Week	Topic
1	Introduction, History, Hello World *(Read Chapter 1)*
2	Environment Setup, Variables and Operators *(Read Chapter 2)*
3	Basic I/O *(Read Chapter 3 and HW1)*
4	Conditionals and Logic pt.1 *(Read Chapter 5 and HW2)*
5	Conditionals and Logic pt.2 *(HW3)*
6	Loops pt.1 *(Read Chapter 7 and HW4)*
7	Loops pt.2 *(HW5)*
8	**Midterm**
9	Arrays *(Read Chapter 8 and HW6)*
10	Strings *(Read Chapter 9)*
11	Methods *(Read Chapter 4 and HW7)*
12	Objects and Classes *(Read Chapter 10)*
13	File I/O
14	**Final Exam + Presentation**

** Update: Java tutoring is offered at the Math & Computer Science Learning Center (Gillet 222)*