1 · Basic Facts

Item	Detail
Instructor	Dr. Gursimran Walia — `GWALIA@augusta.edu`
Lecturer *(primary contact)*	Mark Holcomb — `Mholcomb@augusta.edu`
Delivery Format	**Fully asynchronous, online** — no scheduled live meetings
Session Length	**7-week accelerated summer course**
Course Site	lms.augusta.edu
Office Hours	by appointment via Teams, or through posted UCA hours

2 · Course Overview

2.1 Description

A rigorous introduction to programming with an emphasis on algorithmic thinking and the development of correct, well-structured C# programs. Topics include basic data types, control structures, methods, arrays, and an introduction to object-oriented design.

2.2 Learning Outcomes

By the end of the course, a successful student will be able to:

1. Perform console I/O and string formatting.
2. Declare variables/constants of appropriate types and justify the choice.
3. Compose arithmetic, relational, and logical expressions.
4. Apply selection and repetition constructs to solve problems.
5. Write and test reusable methods with parameters and return values.
6. Design, instantiate, and manipulate one-dimensional arrays.

3 · Required Materials

- **Textbook**: https://fundamentals-of-computer-science.github.io/FunCS/
- **Video Lectures**: Uploaded as they are made to D2L (1–3 short videos per week).
- **Software**: Any modern text editor (videos use **Visual Studio Code**) and .NET SDK ≥ 8.0.
- **Hardware**: Reliable computer with internet, webcam, and microphone.

4 · Course Organization & Grading

All work is submitted in **D2L**. Unlimited resubmissions are allowed *until* each deadline unless otherwise noted.

Component	Weight	Cadence (7 weeks)	Key Details
Reading/Video Quizzes	**10%**	Weekly	Test students comprehension of material from the chapter and video. Due 11:59pm the night following posting
Computing-Style Labs	**20%**	Weekly	Auto-graded problem sets. Complete **≥ 3 problems** per set for full credit; unlimited test runs.
Weekly Quizzes	**40%**	Weekly	Cumulative multiple-choice/short answer; taken in **LockDown Browser**. Unlimited attempts within time limit.
Final Project	**30%**	**Weeks 5 – 7**	Build a small application **from scratch**. Three staged checkpoints; rubric-graded.

4.1 Letter Grade Scale

A ≥ 90% · B = 80–89% · C = 70–79% · D = 65–69% · F < 65%

5 · Tentative Weekly Schedule

Week	Topics / Activities	Deliverables Due by 11:59pm ET on their due date.
1	Course orientation; variables & expressions	Reading/Video Quiz1; **Reading/Video Quiz 2**
2	Conditionals & loops	**Reading/Video Quiz 2; Lab 2; Lab 1; Weekly Quiz 1**
3	Methods & parameters	**TBD**
4	Arrays; debugging & testing	**TBD**
5	Intro to classes & objects	**Project Deliverable 1; TBD**
6	Classes (cont.); basic OOP design	**Lab Deliverable 2; TBD**
7	Project polish & submission; course reflection	**Final Project Due**; **TBD**

6 · Policies

6.1 Submission & Late Work

- All items are due **11:59 pm ET** on the listed date.
- No Late Submissions
- Technical issues are not grounds for extension; submit early.

6.2 Academic Honesty

Follow the Augusta University Student Honor Code. Cheating, plagiarism, or unauthorized collaboration results in disciplinary action and a minimum penalty of zero on the assignment.

6.3 Accessibility & Accommodations

Students requiring accommodations should contact the Office of Testing & Disability Services (706-737-1469) and share documentation with the instructor within the first week.

6.4 Withdrawal

Students may withdraw with a grade of **W** until the university-published deadline.

7 · Getting Help

- **Discussion Board:** Post conceptual questions in the *Course D2L Discussion* page.
- **Lecturer/UCA Office Hours:** See *Basic Facts section*.
- **IT Helpdesk:** Technical assistance (706-721-4000).