

CSC-121: Introduction to Computer Science and Programming I

Computer Science Department
California State University, Dominguez Hills

Instructor	Loring Scott Hoag		MoWe: Lecture Time	MoWe: 1:00pm – 2:15pm
Email	TBA		MoWe: Lab Time	MoWe: 2:30pm – 3:45pm
Office Hours	TBA		MoWe: Class Location	II 3310
Office Location	TBA		TuTh: Lecture Time	TuTh: 10:00am – 11:15am
Units	4		TuTh: Lab Time	TuTh: 11:30am – 12:45pm
SI Leader	Avry Jackson		TuTh: Class Location	SAC 2102
Tech Fellows	Christopher Adeniji, Albert Bautista, Alden Duarte-Vasquez, Wesam Makhoul, Jesse Quintero			

Overview

CS-121 is an introductory course for computer science. Each class meeting will look at fundamental concepts including variables, conditional statements, looping constructs, file input and output, object-oriented programming, and elementary algorithms. We will focus on high-level abstraction as we examine these topics, allowing students to focus on the problem concepts while saving more in-depth efficiency analysis and computer hardware considerations for future study.

Prerequisites

- [CSC-115](#) or equivalent.
- [MAT-151](#) or [MAT-153](#).

Programming Language: Java

In CS-121 our goal is to teach you about programming in general, not about particular programming languages. That said, we will use the Java programming language as our chosen method for providing learning examples and for practical implementation. Students will learn how to write programs using Java that exhibit understanding of each of the core concepts covered throughout the class.

Java is a high-level object-oriented language that has wide-spread use throughout the software industry, including being the standard language for Android app development. It is hardware independent, powerful with a large number of built-in library features, and uses relatively simple syntax. These elements make it a good choice for novice programmers, and also facilitate easier learning of additional programming languages in the future.

We will also examine the Eclipse IDE (Integrated Development Environment) and use it for running Java code. Eclipse is a free, open-source tool that is very popular for Java development, and is available for Windows, Mac, and Linux. We will spend some time in class and lab learning how to use some of the advanced features in Eclipse, such as debugging live programs with breakpoints.

Textbook

- *Starting Out with Java: From Control Structures through Objects (6th Edition)*
Author: Tony Gaddis, Publisher: Pearson (March 22, 2015)
ISBN-10: 0133957055 ISBN-13: 978-0133957051

We will follow along with topics in the chapter order listed in the book. Copies of the book will be in the professor's office and can be reviewed during office hours. Some homework problems and exam questions may be based on problems from the book, either directly copied from the text or modified. When possible, the full text of the problem will be provided so that students do not need to constantly carry the book to class as reference.

Required Computer Hardware and Software

Students are required to have access to a computer with mouse and keyboard. While it is not anticipated that students will need any additional hardware, a webcam and microphone may be required.

For software, the computer must have basic web browsing software (Chrome, Edge, Firefox, etc.), access to CSUDH's Canvas website, a PDF reader, the Java runtime and development environment, and a text editor. The Eclipse IDE is strongly recommended and will be referenced in lecture and lab, though the student may use other IDEs and text editors to complete their assignments if they prefer.

Generative Artificial Intelligence (GenAI)

We will closely examine the affordances and shortcomings of genAI and its effects on software development. GenAI is a powerful tool that is rapidly changing the entire technology industry with its ability to quickly answer questions and write code. Industry leading companies are beginning to expect incoming engineers to use genAI tools to augment their work. Learning to use genAI well is now essential.

Students will learn to use genAI tools responsibly to assist with their learning and enhance their creative output. They will also learn about the limitations of genAI, and the pitfalls of relying on genAI blindly or over confidently. Students will be allowed to use genAI tools to assist with homework, labs, and projects, and may integrate generated code with their submissions (Except when specified "Do not use genAI for this problem/section/etc"). To account for the prevalence of genAI in coursework, students will be asked in coursework to examine and explain how parts of code work, as well as learn how to use debugging tools to find and fix bugs in generated code.

While students are encouraged to learn using genAI and integrating generated code into their assignments, copying code off of the internet from past students is not allowed and will be considered plagiarizing.

Use of GenAI is **NOT** allowed on exams or the final. There are no exceptions to this rule. If it is discovered that a student has used genAI during any exam, it will be considered "cheating", the student will receive a 0 grade for the entire exam and may receive further disciplinary actions (See: Academic Integrity).

To ensure understanding of these conditions, each student will be required to sign the Academic Integrity Contract on the final page of this syllabus and return it to the professor or a TA. Note that *not* signing the contract does *not* exempt a student from the academic integrity rules and/or consequences.

Score Distribution

Quizzes: 10%, Homework and Labs: 10%, Projects: 10%, Midterm Exams: 40%, Final Exam: 30%

The grade percentage distribution is subject to change. Any changes will be announced in lecture.

- **Quizzes (7 quizzes, 10% total):** Quizzes will be unannounced and students must be present to take them. Content will be simple, with the goal being to prepare the student for exam questions on the same topics.
- **Homework and Labs (12 homeworks, 10% total):** One homework assignment will be assigned each week on Monday, due the following Monday before noon (11:59am). Homeworks are meant to familiarize students with the material and provide hands-on practice to prepare students for projects and exams. As such, they are not graded. Instead, any student that shows meaningful effort and submits the assignments before the due date, even incomplete work, will receive full credit. Always try your best! Labs are assigned in lab section and are meant to be solved during lab time. Students do not need to turn these in, but they provide valuable practice with the presence of Tech Fellows and SI Leaders for help.
- **Projects (5 total, 10% total):** These are more challenging assignments that will push students to consider the structure of software architecture and how to work with larger programs. Some projects will be built by the students from scratch. Other projects may have optional skeleton code which the students may use as a starting point, mimicking the real-world issues of working with an unfamiliar code base. Students will have several weeks to work on each project, though may not have all of the tools necessary to complete them at first. Students should examine the project specs carefully and plan out what can be completed early on. Missing concepts will eventually be covered in class, and an announcement will be made in lecture when students have everything they need to complete the project. Despite missing some key knowledge, ***do not wait until the last minute to start the project!*** The earlier students start examining the spec and trying to solve problems, the more likely they will be to complete the project and get a good grade.
- **Midterm Exams (2 Midterm Exams, 20% each, 40% total):** Midterms will cover all material up to and including the lecture noted as “Midterm X Topic Cutoff” on the course calendar, as well as the homework and labs from those weeks. GenAI is **not** allowed on exams.
- **Final Exam (1 Final Exam, 30% total):** The final exam is comprehensive, meaning it will cover all topics taught throughout the course up to and including week 16 content. The time and date of the exam will be held according to the university final exam schedule. Also note that *in accordance with university policy, each student must achieve a score of at least 65% or better to pass the class. A score of less than 65% will result in a failing course grade regardless of performance in the other graded elements of the course.* GenAI is **not** allowed on the final exam. If the student passes the final exam, then their grade will be calculated using the following table.

Range	Grade	Range	Grade	Range	Grade	Range	Grade
		[87, 89)	B+	[77, 79)	C+	[67, 69)	D+
≥ 96	A	[83, 86)	B	[73, 76)	C	[60, 66)	D
[90, 95)	-A	[80, 82)	B-	[70, 72)	C-	[0, 59)	F

Academic Integrity

CSUDH maintains high standards for academic integrity and scholastic honesty. Students are encouraged to work together to understand concepts and solve problems, and are also allowed to use genAI to assist with coursework and write code. However, with the exception of specifically stated pair-programming exercises and group assignments, all work submitted must be the student's own work in accordance with the rules of the assignment. Plagiarizing another student or person's work with or without their consent, cheating on exams or helping others to cheat, using genAI during exams (Or other times when specifically disallowed), and other actions which may be interpreted as being academically dishonest may result in disciplinary actions including but not limited to:

- Being asked to re-do an assignment.
- Receive a 0 grade on an assignment or exam.
- Being dropped from the course.
- Receive a failing grade for the course.
- Have an assignment grade and/or course grade lowered retroactively.

Late Policy

Late homeworks and labs will receive no credit, but submitting even incomplete work prior to the deadline will reward full credit if sufficient effort is shown. Quizzes can not be made up if missed. If you can not turn in a project on time, you can request an extension. Project #5's due date can not be extended due to grading deadlines. If a project is sufficiently late, it may be subject to a grade penalty. If a student feels overwhelmed with class content, they are encouraged to contact the professor.

 **Secret Word:** *Polymorphism*

Technical Support

- Zoom Tutorials: <https://at.csudh.edu/docs/?docs=zoom>
- IT Help Desk: Available M-F 8AM – 5 PM at (310) 243-2500 or (310) 243-3176

For login issues related to Canvas, Toromail and MyCSUDH, contact the IT Help Desk at (310) 243-2500, option 1. You can also create an online service ticket for login support.

The IT Help Desk also offers walk-in support. Visit the first floor of the library (north), C-108, for in-person help.

Password Resets: Go to <https://password.csudh.edu/>. For additional assistance, contact the IT Help Desk.

For issues or questions with Canvas, contact the CSUDH Canvas Support line at (310) 243-2500, option 2.

CSUDH Academic Technology offers training for using Canvas with PDF and video-based tutorials.

Students can request laptops, webcams, a headset, and other hardware from the tech loaner site:

<https://techcheckout.csudh.edu/>. Please allow 2 to 3 weeks for requests to be processed.

Americans with Disabilities Act

CSUDH adheres to all applicable federal, state, and local laws, regulations, and guidelines with respect to providing reasonable accommodations for students with temporary and permanent disabilities. If you have a disability that may adversely affect your work in this class, or require additional accommodations such as extra time on exams, we encourage you to register with the Student Disability Resource Center (SdRC) and to talk with us about how course staff can best help you. All disclosures of disabilities will be kept strictly confidential. NOTE: No accommodation can be made until you register with the SdRC. For information call (310) 243-3660 or to use the Telecommunications Device for the Deaf, call (310) 243-2028 or go to: <https://www.csudh.edu/sdrc/>

Online courses are required to meet ADA accessibility guidelines. This means that all aspects of the online learning experience are accessible. Please let course staff know if you have adaptive software and hardware to assist you with taking this course or if you have any specific needs that we should be aware of. The CSUDH Student Disability Resource Center (SdRC) is available to assist you during this course. The SdRC is available at (310) 243-3660 and can be reached by email at dss@csudh.edu.

Behavior

All students are expected to interact with course staff and other students with appropriate respect, consideration, and compassion. The CSUDH community represents a wide range of cultures, values, and experiences. Please remember to be friendly and thoughtful with your words and actions.

Exceptionally rude, inconsiderate, disrespectful, and/or disruptive behavior towards course staff or other students may be met with final grade penalties of a full letter grade at the discretion of the course instructor, and may be subject to referral for additional disciplinary action in line with academic integrity violations. Please be kind to others, and help us keep this class as a safe and welcoming learning environment for everyone.

Resources for Students in Need

Students occasionally have financial difficulties. There are a number of resources on campus that may be available to you if you find yourself in need of food, shelter, or other help. Food pantries are located in LSU 121 and SCC 148. You can find these and other resources through Teddy's Pantry: <https://www.csudh.edu/toro-care/food-support/teddys-pantry/>

Dropping the Course

It is the student's responsibility to keep track of drop dates and make appropriate changes to their enrollment status if they intend to drop the course. The course staff will not drop students that are absent.

Final Thoughts

Grades and penalties are not the purpose of this class. Our goal is to help you learn about one of the most exciting technology fields that exists, and for us all to have fun doing it. The course staff is very excited to be teaching CSC-121 this semester, and we look forward to meeting each and every one of you. Welcome to CSC-121!

Week #	Lecture #	Topic	Notes
1	1	Introduction to computer science	
1	2	Introduction to Java	
2	3	Variables, data types, and arithmetic operators	
2	4	Incorporate input	
3	5	Conditional statements	Project #1 Posted
3	6	Conditional statements	
4	7	Debug code	
4	8	Apply iterative logic	
5	9	Apply iterative logic	Project #2 Posted
5	10	Work with strings	Project #1 Due
6	11	Work with .txt files	
6	12	Work with .csv files, Data analysis techniques	Midterm 1 Topic cutoff
7	13	Create functions	
7	14	Decompose problems	
8	15	Midterm 1 Review	Project #3 Posted
8	16	MIDTERM 1	Project #2 Due
9	17	Classes	
9	18	Classes	
10	19	Using the Java Standard Library	Project #4 Posted
10	20	Work with arrays and ArrayLists	Project #3 Due, Midterm 2 Topic Cutoff
11	21	Search	
11	22	Search (Continued)	
12	23	Recursion	
12	24	Recursion (Continued)	
13	25	Midterm 2 Review	Project #5 Posted
13	26	MIDTERM 2	Project #4 Due
14		<i>Thanksgiving Break, No Class</i>	
14		<i>Thanksgiving Break, No Class</i>	
15	27	Sort	
15	28	Sort (Continued)	
16	29	Review, Special Topics	
16	30	Review, Special Topics	Project #5 Due

The dates and topics listed are tentative and may change. Certain activities such as exam dates are fixed to align with other concurrent CSC-121 sections and are unlikely to move. In the case that dates must change, announcements of the changes will be made in class. In the event of a holiday on a lecture day, the topics will be covered in the lecture immediately before or after the holiday.

Homework 0: Academic Integrity Contract

California State University Dominguez Hills, CSC-121 Fall 2025

As a student enrolled in this course, I recognize that honesty, trust, fairness, respect, and responsibility are essential values of the academic community at CSU Dominguez Hills. I understand that my actions reflect not only on myself, but also on my classmates, my instructor, and the university.

I understand that I will receive no assignment or exam grades until completing this contract and handing it to a member of course staff. By signing this contract, I agree to the following:

1. Commitment to Integrity

- I will complete all assignments, exams, and projects with honesty.
- I will not engage in cheating, plagiarism, or any form of academic dishonesty.
- I will not use unauthorized materials, technology, or outside assistance unless explicitly permitted.
- I will not collaborate with others on assignments or exams unless explicitly stated that collaboration is allowed.

2. Respect for Academic Work

- I will properly credit all sources of information, ideas, or wording that are not my own.
- I will not copy or submit someone else's work as my own.
- I will not allow others to copy my work or use it dishonestly.

3. Responsibility

- I have read all of the academic integrity rules in the syllabus and promise to abide by them.
- I understand that violating this contract may result in academic penalties, which can include a failing grade on the assignment, a failing grade in the course, and/or referral to the Office of Student Conduct.
- I understand that ignorance of the rules is not an excuse. If I am ever uncertain, I will ask my instructor for clarification before submitting work.

Student Acknowledgment

I have read all of the Academic Integrity rules in the syllabus, and I have read and understood this Academic Integrity Contract. By signing below, I affirm my commitment to uphold the highest standards of honesty and integrity in this course.

Student Name (print): _____

Student Signature: _____ **Date:** _____