Syllabus- CS 11: Fundamentals of Computer Science

Unlock Your Inner Tech Superpowers!

Meet Your Guide: Professor Information

Professor: Tony Pacheco
Office: SCMA 137
Office Hours: Tuesdays 12pm-2pm and Wednesdays 10am-1pm, or by appointment.
Contact via Canvas message or email.

Email: ProfessorTony77@gmail.com
Preferred Contact Method: Email is usually best for quick questions!
Fun Fact: Hey future tech wizards! I'm excited to help you start your C.S. adventure. When I'm not teaching, you can find me on the track, running/training, or online finding some good tech videos or movies!

Course: Information

Course: Fundamentals of Computer Science: 3 Units
Term: Spring 2026, Sections: #33035, In-Person (Tue/Thu 9:00AM - 10:20AM) #30393 and #33038, Fully On-Line
Hosted via Canvas at: sjdc.instructure.com

Final Exam: Week of May 10, 2026
Preferred Contact Method: Canvas email is the best form of immediate contact as phone messages are not checked often.

Course Description: Your Mission, Should You Choose to Accept It...

Welcome to **Fundamentals of Computer Science** Ever wondered how your favorite apps are made, how video games come to life, or how computers "think"? This course is your **launchpad** into the exciting world of computer science and the basics or "Fundamentals". We'll explore the basic building blocks of how computers work and maybe dig into a little Python coding, for beginners. No prior coding experience? **No problem!** We start from scratch and build your skills step-by-step. Get ready to transform from a tech user into a tech creator! You'll be surprised at what you can learn.

Official- Course Description:

This course is designed to introduce the student to the hardware, software, terminology, and uses of modern computer systems. Sociological, physiological, and psychological impacts of computers and technological changes are included. Computer programming and the use of word processing, electronic spreadsheets, database, and presentation software are introduced. (UC, CSU).

Course Objectives

Upon successful completion of this course, the student will be able to:

- Define the most commonly used computer terms.
- Describe the components and the functions of a modern computer system.
- Describe, compare, and contrast the various input, output, and storage devices commonly used in modern computer systems.
- Create, print, modify, and remove files using a modern operating system.
- Utilize the common functions of electronic spreadsheets, word processors, presentation software, and databases/file managers to create beginning-level files.
- Plan, flowchart, analyze, and create computer programs using a high-level programming language as well as the three patterns of structured programming or object-oriented techniques.
- Utilize knowledge of the effects of technology on society and individuals physically and psychologically.

Learning Outcomes

Upon successful completion of this course, the student will be able to:

- **Demonstrate** the ability to create computer programs using a high-level computer language as evaluated by the creation and submission of programs matching the assigned specifications.
- **Demonstrate** the ability to discuss the sociological, physiological, and psychological impacts of technological change.
- **Demonstrate** the ability to utilize a word processor, electronic spreadsheet, presentation software, and a database/file manager to create beginning-level files.
- **Demonstrate** the ability to identify advantages and disadvantages of current hardware devices and software used for input, processing, output, storage, and communication.
- **Demonstrate** the ability to identify and define 150 to 200 terms commonly used in the Computer Science discipline.

Key Dates - Mark Your Calendars!

Spring SESSION 2026 DATES. (Download PDF for all Spring sessions/dates)- CLICK HERE!

- **Start Date (Jan. 09):** First Day of Spring Semester. - Let the Adventure Begin!
- **Drop w/Refund (Jan. 23):** Last day to Drop with Full Refund!
- **Drop w/No'W' (Jan. 23):** Last day to Drop with NO 'W' AND last day to Add.
- **Drop w/'W' (Mar. 16):** Last day to Drop with a 'W'
- **Finals Week (May 10):** Final Exams Week thru May 15 - The Grand Finale!
- *(Always check Canvas Course dashboard and Online Calendar for other important dates and holidays)*

REQUIRED Text & Items - Your Toolkit **IMPORTANT**

- **Textbook (Online, E-Text and Access):** Evans, MyLab IT with Pearson eText Access Code for GOI 2025 with Technology in Action, 18e **ISBN 9780135464892.**

Note: We'll be using this extensively. You can find it at the campus bookstore. Obtain this ASAP. Assignments due, use the online content!

- **Software / Other Online Access:** TryHackMe site. LinkedIn Learning. https://onecompiler.com/python, Office 365.

Good news! This software is free and we'll walk through how to install it.

- **Hardware: *Very Important***
  - A reliable computer (Windows, Mac, or Linux) with Administrator access & internet access.
  - A USB flash drive for Labs & backing up your work (Minimum 512GB!).
- **Other:** Access to the college's Learning Management System (LMS) – Canvas! All announcements, assignments, links, and grades will be posted there!

Course Policies & Procedures - The Game Rules!

Attendance & Participation: Your Journey, Your Presence!

Attendance every week is IMPORTANT. **your presence is crucial** Lectures, discussions, and activities are designed to help you succeed. Think of it like leveling up in a game – you can't get experience points if you're not playing! Active participation will also count towards your grade. In addition to Attendance, online assignments, discussions, labs, and tests are how your grade is determined. **It is your responsibility** to get all the work done! If you have any questions, PLEASE ASK. I am here to facilitate your success. Check Canvas often, participate, read announcements, and do the assignments. You can do it! ****During the first week of the course there will be 3 check-in assignments due! ** CRUCIAL to avoid being DROPPED!**

Late Work: Beat the Clock!

Assignments have due dates for a reason – they help you stay on track and build knowledge sequentially. Assignments submitted late will have a penalty. Again, you are responsible for doing the work and doing it on time! Late penalty will be 1% of assignment score per day. (Example: 3 days late = 3% penalty, deduction from assignment score). *Pro Tip: Aim to finish early! You'll thank yourself later.*

Make-Up Exams & Emergency Policy: Life Happens!

Make-up exams will only be granted for **verifiable, documented emergencies** (e.g., serious illness with a doctor's note, family emergency). You must contact me **as soon as possible**, preferably before the exam, to discuss arrangements. The same applies to extensions for major assignments under emergency circumstances.

Academic Integrity: Code with Honor!

This is a big one! All work submitted in this course must be **your own original work**, unless explicitly stated otherwise. **What's Okay:** Discussing concepts, getting help understanding errors. **What's NOT Okay:** Copying written work or code, sharing completed assignments, having someone else do your work. Any instance of academic dishonesty will result in a **zero for the assignment/exam**, and may be reported to the college. Let's keep it honest! Tools such as Turnitin may be used to check for similarities.

Classroom/Online Conduct, Tutors, and Individual Assistance: Respect is Key!

Our classroom, Online or In Person, is a learning community. Be respectful. Conduct should fit a classroom/learning environment. Be considerate of others. Do not argue, though questioning and presenting of ideas with supportive reasoning is encouraged. In the classroom, silence cell phones. Laptops for notes/exercises only. Ask questions! If you have questions about tutoring, check Delta Online Tutoring/NetTutor at this online link CLICK HERE!
You may also consider working with a study group or post a question in the Canvas course discussion board. Post general questions, comments, requests to form study groups, links to interesting articles or websites, or any course related information. Posts that are deemed inappropriate by the professor will be deleted and may result in student discipline. Other students are often quite helpful and will generally provide a lot of support. And, of course, you can always ask the Professor- in an online Canvas message!

Communication: Stay Connected!

Always Check Canvas for announcements. **Your professor may not have time to respond to all individual communications. If there are areas of general misunderstanding or errors, the problem may be addressed as an Announcement item or other mass communication method. Please understand that there are over 200 students enrolled in courses taught by your professor, which places a very heavy demand on your professor and as a result there may be little flexibility in handling of individual requests. Canvas email for private communications will be checked on a regular basis and is the best form of direct, private communication with your professor. **Office hours are best for detailed help!

Assistance and Other Important Online Student Information!

Delta maintains a College Website with Links to important student information including the current Student Handbook. CLICK HERE!

- **Need Assistance?** Students requiring accommodations for a certified disability that may affect class performance are requested to contact me during the first week of the semester. You can also meet with a staff member at Disability Support Programs and Services (DSPS) so that appropriate arrangements can be made. DSPS is located in the DeRicco Building, 2nd floor. The phone number is (209) 954-5151 **6272
- **Student Services:** Extensive online page with Student services, programs, financial aid information, and other resources for all students! CLICK HERE!
- **CANVAS Access:** To access your classes, course, online resources, L.M.S., and Fully Online courses you need to log into the college online learning tool CANVAS, through your MyDelta Dashboard. For, How to Login to CANVAS?, CLICK HERE!
- **Drops?** "DROPS" ARE THE RESPONSIBILITY OF THE STUDENT! Except for the first 2 weeks of the term. Students may be dropped for "non-attendance". **The professor reserves the right to make any adjustments in the operation of this course that in professional judgment are warranted to better meet the needs of the students and the objectives of the course.**

Grading Policy - How You'll Level Up!

Students will be evaluated by a final examination and, at the professor's discretion, one or more of the following: midterms, quizzes, homework, computer programs, discussions, and/or class activities.

Grade Breakdown:

- Assignments (Questions, Labs & Problems): 50%
- Quizzes (In-class or Online): 15.6%
- Midterm Exam: 12%
- Final Exam (Cumulative): 15%
- Participation & In-Class Activities: 7.4%

Grading Scale:

A: 90-100%
B: 80-89%
C: 70-79%
D: 60-69%
F: Below 60%

Level Up Your Skills!

Course Schedule - Your Roadmap to Success!

CANVAS- Modules is the place to find all assignments! Be sure to start there and work to complete each Module's assignments by the noted Due Dates. Schedule Link below opens a high-level overview of dates, topics, and chapters. T.I.A is the Tech in Action e-Text. Other e-Text, such as GO! Word and GO! Excel, are easily found at the related Pearson Links.
CLICK HERE! for the schedule overview- pdf. Be advised this schedule is subject to change with notice. Check CANVAS! for the latest updates!

Assignments table (A brief overview of the first 3 chapters).

Ch.	Assignment Name	Category	Assigned	Assignment Weight
TIA1	Chapter 1 DSM: The Impact of Technology in a Changing World	Homework	✓	5 pts
TIA1	Chapter 1 Helpdesk: Technology Impacts	Homework	✓	7 pts
TIA1	Chapter 1 Helpdesk: The Impact of Artificial Intelligence	Homework	✓	7 pts
TIA1	Chapter 1 Sound Byte: How To Debate Ethical Issues	Homework	✓	7 pts
TIA1	Chapter 1 Sound Byte: Virtual Computer Tour	Homework	✓	7 pts
TIA1	Chapter 1 Technology Mini Sim: Technology and Ethics	Homework	✓	7 pts
TIA1	Chapter 1: End-of-Chapter Quiz	Quiz	✓	12 pts
TIA2	Chapter 2 DSM: Looking at Computers: Understanding the Parts	Homework	✓	7 pts
TIA2	Chapter 2 Helpdesk: Exploring Storage Devices and Ports	Homework	✓	7 pts
TIA2	Chapter 2 Helpdesk: Understanding Bits and Bytes	Homework	✓	7 pts
TIA2	Chapter 2 Sound Byte: Binary Numbers Interactive	Homework	✓	7 pts
TIA2	Chapter 2 Sound Byte: Smartphones Are Really Smart	Homework	✓	7 pts
TIA2	Chapter 2 Technology Mini Sim: What is a Computer?	Homework	✓	7 pts
TIA2	Chapter 2: End-of-Chapter Quiz	Quiz	✓	12 pts
TIA3	Chapter 3 DSM: Using the Internet: Making the Most of the Web's Resources	Homework	✓	7 pts
TIA3	Chapter 3 Helpdesk: Doing Business Online	Homework	✓	7 pts
TIA3	Chapter 3 Helpdesk: Evaluating Websites	Homework	✓	7 pts
TIA3	Chapter 3 Sound Byte: Blogging	Homework	✓	7 pts
TIA3	Chapter 3 Sound Byte: Finding Information on the Web	Homework	✓	7 pts
TIA3	Chapter 3 Technology Mini Sim: The Internet	Homework	✓	7 pts

Assignments - Additional information and Python Coding!

- **Projects: Such as Project 1 (Word), Project 1 (Excel), Project 2 (Excel), ect. are:** exercises to work through in the Pearson online MyLab IT. These exercises are to increase your ability to use each of the Microsoft Office Apps. Word, Excel , PowerPoint, and Access. Expect to spend some time reading through the related chapters for each app and then working through the **Projects**.
- **Python in W3Schools.com:** Learning Python will consist of reading and working through the online Python sections found at - https://www.w3schools.com/python/ You will need to get through the sections up to and including **Python Functions**. The Sections are listed on the left hand side of the online pages. Be sure to TRY the coding and answer the Quiz questions.
- **Quizzes:** Will cover Chapter material for each Module and chapter reading from T.I.A. Keep those neurons firing!
- **Midterm & Final Exams:** Will assess your understanding of concepts and your ability to apply them. They will include multiple-choice, short answer, and some coding questions.
- **(Optional) Final Project:** [An Extra Credit Project will be announced prior to the Midterm. "A culminating project where you'll design and work towards coding a small software application in Python" More details will be provided separately.]

Code Your Destiny!

A Final Byte of Wisdom...

Learning computer science is like learning a new language and a new way of thinking. It takes practice, persistence, and patience. Don't be afraid to make mistakes – they are part of the learning process! Ask for help when you need it, collaborate (appropriately!), and most importantly, have fun exploring what you can create!
I'm here to help you succeed. Let's have an amazing semester!

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