



CSE 22: Introduction to Programming Syllabus

Semester	Fall 2023
Instructor	Angelo Kyrilov - Section 1 Giovanni Gonzalez Araujo - Section 20
Designation	Introduction to Programming
Catalog Description	This course introduces students to programming, computational thinking, and problem solving concepts, teaching students how to use computers as tools rather than appliances. In addition to programming skills, students also learn industry-standard practices, such as version control, unit testing and debugging. The course follows a Project-Based Learning Philosophy, with C++ as the main programming language.
Textbook	Introduction to Programming with STEAMPlug (available through Follett Inclusive Access).
Course Objectives & Learning Outcomes	The overarching objective of the course is to give students a solid foundation in programming, problem solving, and computational thinking, preparing them for further studies in Computer Science.
Prerequisites	CSE 5 or equivalent exam
Course Policies	<p>Due to the Project-Based Learning nature of the course, students are expected to have a laptop computer with access to the internet at all times in order to complete practical exercises and work through course materials, both in and out of class.</p> <p>All homework and assignments are to be completed on STEAMPlug. Failure to adhere to this rule will result in a grade of 0 assigned for the particular assignment. For example, if a student writes the code for a programming assignment outside STEAMPlug and copy-pastes it in, the student will receive 0 points.</p> <p>Students are expected to attend all lectures. Even though lecture materials will be accessible online and outside of lecture times, there will be in-class activities that count towards semester grades.</p> <p>Students are expected to attend all exams, including midterms and finals. There will be no online versions of exams.</p> <p>Students are expected to attend weekly laboratory sessions, where they will work on practical programming tasks, with the help of a Teaching Assistant.</p> <p>No late submissions of assignments are accepted without a valid reason.</p>

Grades:	Semester grade will be made up as follows:	
	Class Participation	10%
	Lab Assignments	10%
	Programming Project	20%
	Midterm Exam	30%
	Final Exam	30%
Important Dates	Midterm Examination - Wednesday October 13, 2023 during class Final Examination - Wednesday December 6, 2023 during class	
Course Outline	Week 1 - Introduction to the Course	Aug 23 - Aug 27
	<ul style="list-style-type: none"> • Course Logistics • Introduction to STEAMplug 	
	Week 2 - Linux Command Line	Aug 28 - Sep 3
	<ul style="list-style-type: none"> • Terminal Commands • Command Line Utilities • Redirection and Plumbing 	
	Week 3 - Linux Command Line	Sep 4 - Sep 10
	<ul style="list-style-type: none"> • No Lecture Monday September 4th (Labor Day) • Installing Custom Software • Problem Solving with the Command Line 	
	Week 4 - Introduction to C++	Sep 11 - Sep 17
	<ul style="list-style-type: none"> • Input/Output • Compilation 	
	Week 5 - C++ Basics	Sep 18 - Sep 24
	<ul style="list-style-type: none"> • Data Types • Variables 	
	Week 6 - C++ Basics	Sep 25 - Oct 1
	<ul style="list-style-type: none"> • Input/Output • Operators 	
	Week 7 - Building Command Line Utilities	Oct 2 - Oct 8
	<ul style="list-style-type: none"> • Problem Solving • Data Processing 	

Course Outline	Week 8 - Midterm Week	Oct 9 - Oct 15
	<ul style="list-style-type: none"> • Midterm Practice • Midterm Exam 	
	Week 9 - Making Decisions	Oct 16 - Oct 22
	<ul style="list-style-type: none"> • If-Statements • Switch Statements • Boolean Logic 	
	Week 10 - Repetition	Oct 23 - Oct 29
	<ul style="list-style-type: none"> • For Loop • While Loop 	
	Week 11 - Functions	Oct 30 - Nov 5
	<ul style="list-style-type: none"> • C++ Functions • Header Files • Modules/Libraries 	
	Week 12 - Unit Testing	Nov 6 - Nov 12
	<ul style="list-style-type: none"> • Unit Testing with Igloo Framework 	
	Week 13 - Containers	Nov 13 - Nov 19
	<ul style="list-style-type: none"> • Vectors • Strings 	
	Week 14 - Thanksgiving Break	Nov 20 - Nov 26
	<ul style="list-style-type: none"> • No Class Monday November 20th • No Class Wednesday November 22nd 	
	Week 15 - Problem Solving	Nov 27 - Dec 3
	<ul style="list-style-type: none"> • More Complex Command Line Utilities 	
	Week 16 - Final	Dec 4 - Dec 10
	<ul style="list-style-type: none"> • Final Review • Final Exam 	

Academic Integrity Policy

Academic integrity is the foundation of an academic community. Academic integrity applies to research as well as undergraduate and graduate coursework. Academic misconduct includes, but is not limited to cheating, fabrication, plagiarism, altering graded examinations for additional credit, having another person take an examination for you, or facilitating academic dishonesty or as further specified in this policy or other campus regulations.

Cheating is the unauthorized use of information in any academic exercise, or another attempt to obtain credit for work or a more positive academic evaluation of work through deception or dishonesty. Cheating includes, but is not limited to: copying from others during an examination; sharing answers for a take-home examination without permission; using notes without permission during an examination; using notes stored on an electronic device without permission during an examination; using an electronic device to obtain information during an exam without permission; taking an examination for another student; asking or allowing another person to take an examination for you; tampering with an examination after it has been corrected, then returning it for more credit than deserved; submitting substantial portions of the same academic work for credit in more than one course without consulting the second instructor; preparing answers or writing notes in a blue book before an examination; falsifying laboratory, or other research, data or using another person's data without proper attribution; allowing others to do the research and writing of an assigned paper (for example, using a commercial term paper service or downloading a paper from the internet); and working with another person on a project that is specified as an individual project.

Plagiarism refers to the use of another's ideas or words without proper attribution or credit. This includes, but is not limited to: copying from the writings or works of others into one's academic assignment without attribution, or submitting such work as if it were one's own; using the views, opinions, or insights of another without acknowledgment; or paraphrasing the ideas of another without proper attribution. Credit must be given: for every direct quotation; when work is paraphrased or summarized, in whole or in part (even if only brief passages), in your own words; and for information which is not common knowledge. The requirement to give credit applies to published sources, information obtained from electronic searches, and unpublished sources.

Collusion is when any student knowingly or intentionally helps another student to perform any of the above acts of cheating or plagiarism. Students who collude are subject to discipline for academic dishonesty. No distinction is made between those who cheat or plagiarize and those who willingly facilitate cheating or plagiarism.

Cheating vs. Collaboration: Collaboration is a very good thing. On the other hand, cheating is considered a very serious offense. Please don't do it! Concern about cheating creates an unpleasant environment for everyone. If you cheat, you risk losing your position as a student in the college. The school's policy on cheating is to report any cases to the university judicial office. What follows afterward is not fun. So how do you draw the line between collaboration and cheating? Here's a reasonable set of ground rules. Failure to understand and follow these rules will constitute cheating and will be dealt with as per university guidelines.

**Computer Science
Department
Academic Honesty
Policy**

As stated in the campus-wide Academic Honesty Policy (AHP), “academic integrity is the foundation of an academic community”. Accordingly, the CSE faculty takes this matter very seriously and has embraced a zero tolerance on this matter. The process described in the following establishes the minimum consequences for violations of the AHP in CSE courses, but repercussions may be more severe for egregious violations. The Computer Science Department Policy on Academic Honesty (“CSE Policy” from now onwards), does not substitute the AHP but rather specifies how it will be implemented when students enrolled in classes offered by the Computer Science and Engineering (CSE) department are found in violation of the AHP. In particular, the CSE Policy defines how the CSE faculty implements the “Instructor-Led Process” described in AHP 802.00.A. This policy and the associated processes have been developed in collaboration with the Office of Student Conduct and the School of Engineering and is jointly implemented by the CSE Faculty, the School of Engineering, and the Office of Student Conduct. The CSE Policy becomes effective starting from the Fall 2019 term.

Preamble

Computer science education relies on a variety of methods to assess students’ preparation and learning. The term “assignment” shall be interpreted as any method or process resulting in a grade or contributing to the final grade for a class. Accordingly, the term “assignment” used in the following includes, but is not limited to: homeworks, quizzes, in-class exams, take-home exams, programming assignments, software projects, and presentations.

Shared Responsibility

Maintaining an environment where academic integrity is valued and enforced requires commitments by both instructors and students. Instructors will specify what type of collaboration is allowed or disallowed for a given assignment, and students should strictly follow the provided guidelines. When in doubt, students should contact the instructor and ask for clarification.

First Infraction

If it is determined that a student has cheated, plagiarized, or otherwise violated the AHP, the student will receive a 0 (or equivalent grade) for the assignment. As per the AHP, violations will be reported to the Dean of the School of Engineering and the Office of Student Conduct for review of possible violations of the Code of Student Conduct.

Additional Infractions

The School of Engineering keeps a record of all infractions reported by its faculty. If upon receiving a notification it is determined that the student has one or more prior violations of the AHP, the School will inform the instructor who reported the new violation. The additional violation will immediately lead to a failing grade (F) for the course. The student will be informed in writing and will not be allowed to withdraw from the class. According to CSE Policy, students should note that even the first infraction in a class may lead to a failing grade if after reporting it is determined that the student had been previously sanctioned for one or more infractions in other classes. Students will have the right to appeal the instructor’s decision as per AHP 802.00.A.

Class Cheating Policy STEAMPlug is equipped with plagiarism detection tools. If a student gets flagged for potential plagiarism, the case will be reviewed by the instructional team, and if deemed appropriate, it will be escalated according to the policy above. What this means is that we don't simply report students for plagiarism because a software system flagged their work as suspicious. We conduct a thorough review first, during which time we may solicit input from the student involved.