SI200 Information Technology for the Junior Officer

Course Policy, Spring AY17

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Course Description: This is a hands-on lab course introducing computer programming and database management. Topics include: web programming using HTML and XHTML, structured and object oriented computer programming using a scripting language (such as JavaScript) or 4th Generation Language (such as Java or C++), and designing, implementing, and querying databases using a Database Management System (such as Access or SQL Server). The course includes a series of Internet computing and programming projects of increasing complexity. No prior knowledge of databases, web programming, or computer programming is assumed.

Learning Objectives:

1. Solve problems using a procedural programming paradigm that can be applied in the Fleet/Marine Corps, in other coursework, and to general problems;
2. Design, develop, debug, and document computer programs using structured programming techniques;
3. Create interactive, client-side web applications

Textbook(s): Elizabeth Robson and Eric Freeman, Head First HTML and CSS, 2nd edition, O'Reilly Media, 2012

Extra Instruction: Extra instruction (EI) is strongly encouraged and should be scheduled by email with the instructor. EI is not a substitute lecture; students should come prepared with specific questions or problems.

Collaboration: The guidance in the Honor Concept of the Brigade of Midshipmen and the Computer Science Department Honor Policy must be followed at all times. See `www.usna.edu/CS/resources/honor.php`. Specific instructions for this course:

- Homework & labs: Homework and laboratory assignments may be (and are encouraged to be) worked on collaboratively with your classmates. Student answers, whether written or code, must be the individual work of the midshipman submitting the assignment. As an example, it is permissible to talk with a fellow student about how to solve a particular problem, or demonstrate how accomplish a task in the programming languages we will discuss in this class. However, you may not copy another individual's answers or code. This includes simply changing variable names from another student's code.
- Projects, quizzes & exams: These types of assignments must be completed individually. No assistance, either electronically, written, or verbal, may be received from any source unless explicitly authorized by the instructor.

All collaboration and outside sources should always be cited. The same rules apply for giving and receiving assistance. If you are unsure whether a certain kind of assistance or collaboration is permitted, you should assume it is not, work individually, and seek clarification from your instructor.

Classroom Conduct: The section leader will record attendance and bring the class to attention at the beginning and end of each class. If the instructor is late more than 5 minutes, the section leader will keep the

class in place and report to the Computer Science department office. If the instructor is absent, the section leader will direct the class. Drinks are permitted, but they must be in re-closable containers. Food, alcohol, smoking, smokeless tobacco products, and electronic cigarettes are all prohibited. Cell phones must be silent during class.

Late Policy: For *this* course, the following penalties for assignments submitted after they are due apply:

- Assignments submitted the following business day will receive a 20% reduction in point value.
- Assignments submitted more than one business day following the due date will receive 0 points.

Grading:

	6 weeks	12 weeks	16 weeks	Final
Homework, labs, quizzes	33%	20%	10%	10%
Exam 1	33%	20%	22.5%	20%
Project 1	33%	20%	15%	10%
Exam 2		30%	22.5%	20%
Project 2		20%	15%	10%
Exam 3				20%
Project 3			15%	10%
Total	100%	100%	100%	100%