DEPARTMENT OF COMPUTER SCIENCE
GEORGIA STATE UNIVERSITY
1301 PRINCIPLES OF COMPUTER
Spring Semester, 2020

Basic Information

Instructor: Mu Ge
Coordinator: Louise Henry
Office: 25 Park Place, Room 711
Office Hours: TBA
Email: mge3@student.gsu.edu
Class time: 3:45pm – 5:00pm TR

Teaching assistant:
Lab Assistant
Ruthvik Potu
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Grader
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Course websites:
iCollege
TOP HAT (Attendance): Join Code 747233
Cengage – MindTap (Textbook)
Text book URL: https://login.cengagebrain.com/course/MTPNNDXNSLM4

Top Hat -- a student engagement platform.
(Easy-to-use tools to engage the classroom, create an engaged learning environment. This application can be used on any devices to take attendance, launch discussions and questions, and get real-time feedback.)

Course Description
Content:
An introduction to discipline of computer science with coverage of algorithmic foundations, hardware concepts, and introductory programming in Java. An overview of each of the important areas of Computer Science (e.g. Networking, OS, Computer Architecture, Algorithms) provides students with a general level of proficiency for future courses.

Learning goals:
The goals for this course are to introduce students to the field of computer science and the fundamentals of computer programming. Introduction to Computer Science I is specifically designed for students with no prior programming experience. Taking this course does not require a background in Computer Science. Accessible to students from all backgrounds.

- Map scientific problems into computational frameworks
- Learning a language for expressing computation, algorithms, writing and debugging programs.
- Learning about how to use computational tools to help model and understand data
- Learning about the process of moving from a problem statement to a computational formulation of a method for solving the problem Boolean logic, math, data types; arithmetic, repetition structures; text files; arrays and logic operators
- Obtain the ability to analyze a problem, and identify and define the computing requirements appropriate to its solution
- Development the ability to function effectively on teams to accomplish a common goal
- Prepare students who may or may not intend to major in computer science to feel justifiably confident of their ability to write small programs and computational problem solving.

Topic covered:
Introduction
Data Storage
Data Manipulation

Introduction to Java Programming
Primitive Data
Conditional Execution
Program Logic and Indefinite Loops and Definite Loops
Introduction to Parameters and Objects
Arrays
(File Processing)

Grading Plan and policies:
Students will be graded based on their performance in a series of exams and quizzes, assignments and labs.

Assignments	20%
Quizzes	25%
Labs	10%
Midterm exam	20%
Final exam	20%
Attendance (TOP HAT)	5%

Grading Scale:
Final letter grade will be determined based on the following criteria (%)

- A+ [97 – 100], A [93-96], A- [90-92]
- B+ [87-89], B [83-86], B- [80-82]
- C+ [77-79], C [70-76%]
- D+ [67 – 69], D [60 – 66]
- F 59 and below.

Curving may be used but it based upon the instructor discretion.

Exams and Quizzes:
- Content will come from the text and other material presented in lecture sessions as well as assignments and labs.
- All exams are cumulative and all quizzes are non-cumulative.
- Closed book and notes.
- No dropping lowest quizzes score is allowed.
- All re-grading requests must be made within 2 classes from returned work.

Assignments:
- Assignments will be posted on iCollege.
- Assignments will be submitted to iCollege.
- Assignments upon the due date assigned on iCollege.
- Late submissions will receive penalty.

Labs:
- This course will make use of a laboratory and assign relevant lab work and exercises.
- Attend one lab per week starting from the first week of classes.
- Attendance is mandatory: Missing two labs will lead to dropping the class or removing from class final grade curving list.
- Changing labs time will not be permitted.
- Your Lab grade will be assessed as 50% awarded for attendance cumulative of each Lab and 50% Work Submission.

Attendance:

- Regular attendance is expected; please notify through email in advance if you will be unable to attend because of a valid reason.
- Failing to attend may adversely affect your grade (exams will cover material discussed in class as well as in the assigned readings; also, hints related to the assignments will be given in class.)
- Anyone missing class for a two-week period without notifying the instructor may be withdrawn from the course or receive a lower course grade.

Class Policies:

- Collaboration with your classmates in studying and understanding the material is strongly encouraged.
- Copying another's work will be considered cheating. Plagiarism, fabrication, or other academic dishonesty or misconduct will result in a grade of zero, a reduction in the course grade, and possibly other penalties, including failure of the course and dismissal from the University.
- Makeup work is neither given nor accepted.
- If you will not be able to take an exam or make an assignment deadline due to an *exceptional reason* you must request the instructor in advance for possible alternative arrangements.
- Tablets/laptops should only be used for note taking during class (please silence cell phones).

Important Dates

Date	Event
January 14	Classes begin.
January 20	Martin Luther King Jr. University Official Holiday (No Classes).
Jan 28 – Feb 8	Roll Verification Attendance Period Students MUST attend class at least once during this period to avoid being removed from the class as never attending.
March 03	Midpoint for semester full-term classes. Last day to withdraw with a grade of 'W'.
March 16 - 22	Spring Break (No Classes)
April 27	Last day of classes
April 29	Final exam