SYLLABUS

COURSE: CS115 – Introduction to Computer Programming

COURSE INFORMATION

Spring Quarter, 2018

Credits: 5

Section	Item	Time	Days
D	2679	2:50 pm – 5:25 pm	Monday and Wednesday
S	2685	6:00 pm – 8:30 pm	Tuesday (hybrid)

Course Title: CS115 – Introduction to Computer Programming

Course Description: An introductory course in programming using VB.NET. No previous programming experience is expected. Topics include designing, creating and debugging interactive, event-driven programs with a graphical user interface and developing problem-solving skills (was CMPSC 115).

Prerequisites: MATH 090, MATH 097, or ETEC 150 with a grade of 2.0 or higher or placement above MATH 095 or instructor permission..

INSTRUCTOR INFORMATION

Instructor Name: Penny Russell.

Office Hours:

Office Location: No office. Able to meet in computer labs by request.

Best Way to Reach You: email through Canvas. I will always see these emails.

Telephone:

Email: penny.russell@email.edcc.edu. I check this account regularly, but I occasionally miss emails because of high volume.

COURSE MATERIALS

Textbook: REQUIRED:

"**Starting Out with Visual Basic" Seventh Edition**
by Tony Gaddis, Kip Irvine Pearson
ISBN-13 978-013-440032-7
ISBN-10 0-13-440032-1
Edition: 7
List Price: used ? - new ?

Textbook digital rental: used $? – new $?
Return by End of Quarter

Materials: USB thumb drive or other offline storage (optional), notebook. Access to a computer with Visual Studio.Net 2017 (older versions will work too)

Computer Resources: Computers are available in a wide variety of locations across campus. The campus also has a wireless network available for students. See www.edcc.edu/acs/facilities.html for a complete list of locations and resources, and see START at www.edcc.edu/online/start for student technical assistance.

LEARNING OBJECTIVES

Course-Learning-Objectives:
Upon successful completion of the course, students will be able to:

Use correct syntax and structure of the Visual Basic language.

Design an appropriate User Interface for a simple Visual Basic application.

Analyze problems typical of the business, scientific or home environment and to formulate solutions in quantitative terms capable of computer solution.

Design algorithms typically used in computer programming.

Lay out a flow chart for a typical algorithm.

Utilize sequence, selection and iteration constructs in the design of solutions.

Design, code, correct, test and execute a Visual Basic program.

Certificate and Degree (Program Level) Outcomes:

Computer Science - Computer Game Development Certificate

Computer Science - Windows/C++ Specialization Certificate

Computer Science - .NET Developer Certificate of Completion

College Wide Abilities:

Communicate findings or results of analytic, quantitative, and creative models and processes

Work effectively in face-to-face and online group settings

Use appropriate tools, techniques, and technology to communicate effectively
Demonstrate professional and academic integrity, responsibility, and ethics necessary for success

Work together toward a common end or purpose and explore differences

Demonstrate skills and knowledge associated with the responsible stewardship and sustainability of communities and systems

Apply appropriate tools, techniques, and technology to facilitate sustainable practices

Locate, acquire, evaluate, and apply information in response to an identified need or problem

Analyze data by reshaping it as a quantitative model or other analytic framework in order to deepen understanding of information and to solve problems

Use appropriate tools, techniques, and technology to solve problems

COURSE MODE

Classroom - Canvas will be used for the calendar, assignments, communication, grades, and other information. Assignments and tests will be submitted electronically.

ASSIGNMENTS AND GRADING

Assessment Criteria and Grading Policies.

Grading is based on the following table. Different weights are attached to tests, quizzes, programming assignments, and participation.

Activity	**How many**	**Points**	**Total**
Programming Exercises	10-16	10 each (usually)	30%
Programming Labs	3-4	50 – 100 each	25%
Quizzes	5	25 each	20%

Final	1	125	15%
Participation/Attendance	N/A	200	10%
Total			**100%**

Grading Scale:	**Percentage**	**GPA**
	94 – 100%	4.0
	89 - 93%	3.9
	80 - 88%	3.0 – 3.8
	70 - 79%	2.0 – 2.9
	60 – 69%	1.0 – 1.9
	0 - 59%	0.0

- **Programming Labs**: will be given to you in more detail as they come up. The complexity of the programs will vary along with the points given for each assignment. Some will be individual; some will be group projects.
    - In general, though, each program should contain a structured plan (this will be discussed) and full documentation.
    - You must also decide how to sufficiently test the code and do so.
    - For students with advanced programming skills, remember that the goal of this class is learning the basics of programming – techniques that ALL programming languages have in common. Points will be deducted for using advanced VB functions instead of arrays. This rule is especially important when working in groups.
    - Programming Labs are not merely a collection of code, but a well thought-out and executed sequence. Programs are worth 50 to 100 points each. Labs must be turned in by due date – 5% of grade will be deducted for each day after due date (not including weekends)
- **Exercises** are smaller programs than the Labs. There will be one or two assigned for each chapter. They are designed to give students practice for each concept introduced. They will be worth 10 or 15 points each.

- **Quizzes:** There will be 5 quizzes administered throughout the quarter. Quizzes cannot be made up, but there will be an optional 6th quiz toward the end of the quarter. The quiz with the lowest score will be dropped.

- **Midterm and Final:** will require critical thinking skills beyond memorization. You must know the material well enough to think about its consequences, and you must act on your own abilities, as well as those of the author of the book.

- **Participation/Attendance: Attendance** (roll will be taken every day). **Participation** includes being prepared for and actively involved in class discussions, in-class work and group work. It also means being more enthusiastic about the course content than your grade.

  Participation points will deducted for the following behavior:

  - Cheating. .

  - Badgering instructor about point deductions. I sometimes make mistakes while grading assignments. These mistakes sometimes work against you and sometimes work in your favor. The mistakes usually balance in the end. Also, I do not always deduct as many points as I should for egregious errors. When I have to check your assignment to review a point deduction, it takes a minimum of 10 mouse clicks. This takes time away from more important duties such as teaching you how to code and helping you to debug. So if you have a problem with a point deduction, make sure it is worthwhile. A good rule of thumb: ignore the deductions if less than 15% of the grade.

  - Canvas will notify me when an assignment needs grading. I don't need reminders

  - Working on computer during lectures.

  - Refusing to participate in class activities (I do make allowances for shyness).

Attendance Policy:

- **Attendance Policy**:
  - Students are expected to attend all class meetings. Students who arrive late or depart class early, without the teacher's consent, will be counted as tardy. If you must miss class, please e-mail instructor. Your excuse will be considered in Participation/Attendance points.

  - Students who do not attend at least 60% of the class meeting time in the first week will be dropped from the class and are eligible for a 100% refund (if tuition was charged to the student) and those who have not attended at least 60% of the class meetings by the end of the second week may be dropped with only a 50% refund being issued (again, if the student paid tuition). Students in the EdCAP program are not eligible for refunds. According to EdCC policy, it is the responsibility of the student) to drop classes they stop

attending (not the instructor). If you decide that you cannot meet the class policies and expectations, please drop the class immediately and meet with an advisor to select a different one.

- Drop forms are available in MUK 304, Enrollment Services and on the college web site .

Make-up or late work:

Except for extreme emergencies, missed quizzes may not be made up.

For assignments, 5 points will be deducted for each week that the assignment is overdue. Assignments will not be accepted if turned in more than 3 weeks after due date. For exercises, 1 point will be deducted for each week after due date. Exercises will not be accepted if turned in more than 3 weeks after due date.

Policy on V and I Grades (if applicable). These can be found in the online college catalog (http://catalog.edcc.edu) on the Academic Requirements page, under Student Grades.

Policy on S, U, and N Grades (if applicable). These can be found in the online college catalog (http://catalog.edcc.edu) on the Academic Requirements page, under Student Grades.

Plagiarism

- All tests and quizzes must be taken independently.
- For individual assignments, work should be substantially the work of the individual student. Students may get help from other students, but major algorithms *(other than those derived in class or in the book)* and code **may not be shared**. *Do not send code to another student electronically – these rules apply to both students – the one sending and the one receiving the code. This also applies to code written by students from previous classes.*
- For both group and individual assignments, code may NOT be downloaded from the internet.
- Violation of these rules will result in a failing grade on the assignment or possible dismissal from the class with a grade of **0.0***.*
- Ethics are as important, or more so, than any other part of the programming profession. Always let your conscience be your guide.

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FINAL EXAM AND LAST MEETING OF CLASS

Last day class will meet: See exam schedule.

Final Exam will be:

Section	Day	Time
D:	Tuesday, June 12	1:30 pm – 2:20 pm
S:	Tuesday, June 12	6:00 pm – 8:35 pm

SERVICES FOR STUDENTS WITH DISABILITIES

If you require an accommodation for a disability, please contact Services for Students with Disabilities at MLT 159, 425-640-1320 or ssdmail@edcc.edu.

COURSE EXPECTATIONS

Requirements for assignments and exercises will be explained in detail during the first few classes. Additionally, reading assigned pages in textbook (these are in the calendar on Canvas) and mastering the concepts taught in class will ensure success in the class.

STUDENT RESOURCES

Useful Student Resources: www.edcc.edu/students
Academic Calendar: www.edcc.edu/calendar/academic.html
Advising: www.edcc.edu/advising
Center for Student Engagement and Leadership: www.edcc.edu/csel
College Catalog: http://catalog.edcc.edu
Counseling and Resource Center: www.edcc.edu/counseling
Diversity Student Center: www.edcc.edu/dsc
eLearning Information: www.edcc.edu/elearning
Enrollment Services: www.edcc.edu/es
Library, including online resources: www.edcc.edu/library
Services for Students with Disabilities: www.edcc.edu/ssd
Student Printing Information: http://students.edcc.edu/acs/printing/
Student Support Resources: www.edcc.edu/support
TRIO: www.edcc.edu/trio

Emergency Preparedness

The Triton Alert System information is here: www.edcc.edu/alert/triton. This System will be used to send notifications regarding campus closures, emergency situations, or evacuation orders in the event of an emergency or inclement weather. Edmonds CC students and employees are automatically enrolled to receive Triton Alerts through their college email addresses. Sign up to receive text and voice messages on your mobile or home phones and/or additional email notifications to personal email addresses.
Include your plan for communication in the event of inclement weather or similar event.

Important Dates:

www.edcc.edu/calendar/academic.html.

Course Calendars: On Canvas