CISC 1115: Introduction to Programming Using Java
Section MY11
Monday and Wednesday 11:00 AM – 1:05 PM
Room: 130 IA

Instructor: Amara Auguste
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Webpage: https://amaraauguste.github.io/
Office Hours: Monday after class from 1:00 PM - 2:00 PM, Room: 128 IA (adjunct office)

Course Webpage: https://amaraauguste.github.io/courses/cisc1115.html

Attendance

Classes will meet on **Mondays and Wednesdays from 11:00 AM – 1:05 PM**. Although attendance is not mandatory (meaning that it does not specifically factor into your grade), you are responsible for whatever material is done in class, whether or not you are there. However, it is highly recommended to attend class as experience has shown that students who do not come to class or consistently come late do very poorly.

Textbook

Although not required, it is **highly encouraged** to read the following text (our curriculum will primarily follow the chapter order — with a few modifications):

Allen Downey and Chris Mayfield, *Think Java: How to Think Like a Computer Scientist*, 2nd Edition, Version 7.1.0, Green Tea Press, 2020, Creative Commons License.

Integrated Development Environment Software (IDEs)

I would encourage you to get a feel of writing programs by hand **(your exams and final will all be handwritten)** but you will also run your programs on your own computers. You are free to use whichever Java IDE you would like (e.g. NetBeans, Eclipse, IntelliJ, etc.) please consult the following link: http://www.sci.brooklyn.cuny.edu/~goetz/java/

Topics

- Chapter 1: The way of the program
- Chapter 2: Variables and operators
- Chapter 3: Input and output
- Chapter 5: Conditionals and logic
- Chapter 7: Loops
- Chapter 9: Strings and things
- Chapter 4: Void methods
- Chapter 6: Value methods
- Chapter 8: Arrays

Homework/Assignments

Programming requires practice! You will gain programming experience by practicing in two forms throughout the semester:

1. Short supplementary exercises via CodeLab
2. Homework/Projects

We will use CodeLab — an online, interactive programming exercise system — for short practice problems that typically consist of a few lines of code that are very narrowly focused on a topic covered in class and are completed and submitted directly in CodeLab.

To Register:

- Go to turingscraft.com
- Click "Register" and follow the instructions
    - When you fill out the forms, use your Best Email Address and Actual Name
    - When asked for a Section Access Code, use the one found on the course webpage here: https://amaraauguste.github.io/courses/cisc1115.html#CodeLab
- To Login: Same URL, click "Login" and use your username (email) and password

There will be up to 10 homework assignments.

Homework/projects are larger, often complete programs incorporating several topics, and give you a better taste of 'real' programming. These should be coded and tested in the IDE of your choice (e.g. NetBeans, Eclipse, IntelliJ, etc.) and submitted to Blackboard by the due date provided. Each homework will be due about a week and a half (two or three class meetings) after it is assigned e.g., homework assigned on a Monday, will be due on the Wednesday of the following week, etc. **There will be a penalty for lateness – 5% off per class late and will no longer be accepted after 25 points of penalty have been accumulated (five class sessions later).**

Grading Policy

The course will be broken down into three parts, **each counting for one-third of your grade**:

- 2 exams
- Codelab and homework assignments
- Final exam

Homework must be done individually; copying will result in a zero grade for all involved parties.