

CSC 108 Introduction to Computer Programming Fall 2023

Professor: Blase B. Cindric
Office: KHIC 048

Phone: (330) 829 - 6649
Office Hours: MW 3:55 to 4:45 pm, or by appointment

E-mail: cindricbb@mountunion.edu

Course Description:

A first experience in computer programming for students who have no previous programming experience. Hands-on laboratory activities will be a major part of the course. 2 Sem. Hrs.

Textbook: Reas, Casey and Ben Fry. Getting Started With Processing, 2/e. Make Publishing, 2015. This text is accessible for free via O'Reilly Learning as part of the on-line resources of the University of Mount Union Library. Other freely-accessible on-line texts may also be used during the course.

Means of Evaluation:

5 Graded Laboratory Activities (15 pts each)	= 75 pts
4 Programming Assignments (25 pts each)	= 100 pts
5 Quizzes (25 pts each)	= 125 pts
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TOTAL POINTS POSSIBLE:	= 1000 pts

Grading Criteria:

92.0% – 100.0% = A
90.0% – 91.9% = A–
88.0% – 89.9% = B+
82.0% – 87.9% = B
80.0% – 81.9% = B–
78.0% – 79.9% = C+
72.0% – 77.9% = C
70.0% – 71.9% = C–
60.0% – 69.9% = D
0.0% – 59.9% = F

Course Policies:

All assignments are due on or before the beginning of class on the due date, unless specifically stated otherwise. Penalty for late work = –20% of the points for the assignment per class session work is submitted late. Make-up work will be available/acceptable only with a legitimate excuse approved by the instructor. (WARNING: Make-up quizzes and assignments may be more difficult than regular work!). No cellular phones or other communications devices or software may be employed during any in-class evaluation.

Accessibility Support Statement:

The University of Mount Union values disability as an important aspect of diversity and is committed to providing equitable access to learning opportunities for all students. Student Accessibility Services (SAS) is the campus office that collaborates with students who have disabilities to provide and/or arrange reasonable accommodations based upon appropriate documentation, nature of the request, and feasibility. If you have, or think you have, a temporary or permanent disability and/or medical diagnosis in any area such as, physical or mental health, attention, learning, chronic health, or sensory, please contact SAS. The SAS office will confidentially discuss your needs, review your documentation, and determine your eligibility for reasonable accommodations. Accommodations are not retroactive, and the instructor is under no obligation to provide accommodations if a student does not request accommodation or provide documentation. Students should contact SAS to request accommodations and should discuss their accommodations with their instructor as early as possible in the semester. You may contact the SAS office at (330) 823-7372; or via e-mail at studentaccessibility@mountunion.edu.

Tentative Weekly Schedule: (this course and schedule are subject to change at the discretion of the instructor)

<u>Week</u>	<u>Monday</u>	<u>Wednesday</u>	<u>Friday</u>
1	10/30: Introduction	11/ 1:	11/ 3: (Lab 1 due)
2	11/ 6: [Quiz # 1] <Prog 1 due>	11/ 8:	11/10: (Lab 2 due)
3	11/13: [Quiz # 2] <Prog 2 due>	11/15:	11/17: (Lab 3 due)
4	11/20: [Quiz # 3]	11/22: ** THANKSGIVING **	11/24: ** THANKSGIVING **
5	11/27:	11/29: (Lab 4 due)	12/ 1: [Quiz # 4] <Prog 3 due>
6	12/ 4:	12/ 6: (Lab 5 due)	12/ 8: [Quiz # 5] <Prog 4 due>

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Course Goals:

Students will learn introductory concepts of computer programming through hands-on experience in reading and writing programs.

Course Objectives:

Upon completion of this course, students should be able to:

- identify the differences in representations of various data types in a computer programming language.
- write computer programs that use selection to choose one of several alternative actions based on the relationships between data values
- write computer programs that use repetition to execute one (or several) programming statement(s) a specific number of times
- write computer programs that use arrays to store large collections of data and process that data in meaningful ways
- read the source code of a computer program and correctly predict the results of executing that program