

**Course Syllabus**

Spring CS 2 Fundamentals of Computer Science w/ C++

**Instructor Info**

Armen Donigian

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**Lecture Slides & Labs**

[Link](#) (Links to an external site.)

**Office Hours**

After lecture/lab.

**Midterm & Final Schedule**

See Midterm & Final Exam at the following link. There are no make up midterm or final exams, please let me know in advance if you are unable to make it.

<http://www.pasadena.edu/calendar/exam-dates.cfm>

**Textbook**

Programming: Principles and Practice using C++ (Second Edition)

[Bjarne Stroustrup](#)

<http://www.stroustrup.com/Programming/>

Kenneth A. Lambert

Addison-Wesley 2014, ISBN 978-0-321-99278-9

**Grading**

Attendance and participation at Lab and Lecture is expected and accounts for ten percent (10%) of your final grade. This course will have a midterm and final (40%) and homework (50%) covering key objectives.

A >= 90%

B >= 80%

C >= 70%

D >= 60%

F < 60%

\*Late HW: Points will be deducted for late HW.

\*All assignments must be submitted via Canvas.

**Objectives**

Upon successful completion of this course, the student will be able to...

1. Understand the essence of Computer Science & C++
2. Have working knowledge of common data structures and language syntax
3. Be able to apply data structure/algorithm knowledge to solve problems
4. Be able to design an algorithm to solve problems
5. Be proficient with C++

**Workload**

College and University courses typically require 2 or 3 hours outside of class for each hour in class. The load will vary from week to week and depend on the student’s preparation.

**Useful Resources**

<http://www.tutorialspoint.com/cplusplus/>

**Tentative Schedule**

1 slide deck per week

<http://www.stroustrup.com/Programming/lecture-slides.html>

**Policy on Cheating**

The Computer Science faculty at Pasadena City College follows, and believes in, the professional ethics established by the ACM and IEEE for practitioners of the disciplines of Computer Science and Computer Engineering. The faculty of Computer Science does not tolerate cheating on tests or assignments. Cheating is an affront to every student who has labored to achieve success honestly and a threat to the Department of Computer Science’s reputation for academic excellence. For these reasons, the faculty does not tolerate any form of academic dishonesty. Any student attempting to gain an unfair advantage in this course, or those assisting or participating in the attempt to gain an unfair advantage, will be severely penalized. The actions taken against the student(s) will also include reporting of the student(s) to the appropriate school administration for further disciplinary actions; up to and including expulsion from the college.

The MINIMUM penalty for cheating on an assignment, test, or quiz will be a failing grade on that assignment, test, or quiz for every individual involved. Multiple occurrences of cheating will result in a failing grade for the course and report of the individual(s) involved to the appropriate college administrator for further disciplinary matters.

\*\*Department of Computer Science Policy on Cheating” <http://www.drpiw.org/CS3A/> (Links to an external site.) (Links to an external site.)