Who I am. This tell you who I am as your new professor.

I am your instructor, you can call me Professor O. Some of you may have bumped into me while you were in middle school or high school, as I was a substitute teacher in and around the Los Angeles area. Every now and then, I still might be a substitute teacher at certain locations. **(I'll change this part, depending on the college I end up teaching at.)**

I am the same "Mr. O" you knew from back then. The key difference is that now, I am a whole lot smarter, a whole lot wiser, and you, too, are wiser and smarter. Having said that, college life is different than middle school, and high school, mainly because it is very independent. College life is your chance to earn a college degree, to then go on to make a difference in the world.

All of you are in college because you are motivated to not only learn about Computer Science, Software Engineering, and Computer Programming, but because you want to better yourself as a person. My goal as an educator is to help you develop a deep love for Computer Science, as well as a yearning to pursue further educational goals beyond what the community college may offer.

Please try to transfer to a four-year university, and please try to pursue a Bachelor's of Science in Computer Science. You won't regret your choice, and you'll be well prepared to handle even the toughest of problems.

I don't regret having a Master's of Science in Computer Science. It has benefitted me tremendously. Please also try to pursue a Master's of Science in Computer Science, and never discount yourself from being able to obtain a PhD (or another advanced degree). I think you are that talented, and you deserve the best goals for yourself.

These are our course basics. They serve as a means to let you know what you're in store for, while I am your instructor.

The name of this course is: Introduction to Computer Science 101 - Python Programming. It is a 3-unit course. The course transfers both to the UC and CSU systems. The course begins in the Spring 2023 semester, on January 5, 2023, and ends May 5, 2023. The class duration is approximately 15 weeks. Spring Break week starts the first week of April, and there are no classes for the week of finals.

In this course, we will use a Learning Management System (LMS) to complete assignment, take quizzes, turn in work, receive lessons, and measure your academic progress. Essentially, I will use an LMS to measure your progress in the course, test you accordingly with two Midterm Exams, and a Final Exam. The name of the LMS we will use is called Canvas. Thus, this class is offered online via the Canvas Course Shell.

My lectures and other video lectures will be found inside the course shell, once you log in. On occasion, we will use the Zoom video conferencing link as needed. I will email instructions, and a link, when we must meet over Zoom for a lecture or discussion.

I will send you a login link that gives you access to our class website, as well as instructions on how to login. The information will be sent to your official student email. If you do not have access to your official student email, please email me to explain why you don't have access. I can try to fix the issue for you, or direct you to someone that can fix the issue for you. Access to official school email is a requirement for the course.

Once I send you the class login link, and you try to access the class content, you will receive an error message indicating that you must create a username.

Preparing for your success begins here. Read this part extra carefully.

The estimated number of hours each student should expect to commit is 20 hours a week or more. The course will meet online and offline at the campus, in a designated classroom. In the on-campus class portion of the course, you will take coding exams to fulfill the Midterm portion of your grade. The final will also be on-campus. It will be at the computer lab, and it will be proctored. I will give you the Midterm dates later in the semester.

As far as when to attend campus for mandatory on-campus classes, you are required to attend on-campus classes throughout the semester, on the first week of every month, on Tuesday, and Thursday. The computer lab will be available to you according to the normal business hours of the host school.

If you have technical issues, review the steps you did to get the error and troubleshoot the issue. If this is not possible, email me, and I will try to provide assistance on the issue. In the computer lab, please see the technician that is on-site, if you need assistance. Python will already be installed on the school's lab computers, so all you have to do is start coding, compile, and run your code. Please use Sublime Text for all of your coding needs. It will already be installed in the school's lab computers. I will address this further in the next section.

The course has coding requirements. Please read this extra carefully as well.

All coding for the class can be done online and offline at your convenience. All coding assignments must be turned in before the assignment deadline. Coding will make up 50% of your grade, not including the projects. Writing source code, and coding, are big parts of Computer Science. I will look at your source code carefully, and give you feedback.

All coding must be done using Python. I will not accept alternatives to Python. Use Sublime Text for all of your coding needs. Do not use other "tools" to code your Python files. The school has configured Sublime Text to allow you to code, and run Python programs from the computer lab with no problems. You will find Desktop Icons for Python, and Sublime Text in the computers that are in the computer lab.

Special Services to Students

Will be filled in later.

Best way to contact me:

My preferred method of contact is email. Contact me using the official school email ONLY. I do not reply to other non-school commercial email services. I will reply within 24 to 48 hours to most emails.

Warm regards,

Professor O.