

ITI 1120 Introduction to Computing I (3 units) (Fall 2025)

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COURSE COMPONENT: Laboratory and Lecture

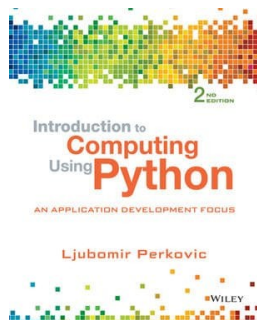
Course Objectives

This course will give students a comprehensive introduction to the Python language. The goal of this course is the modern use of object-oriented programming and its applications to various disciplines, including engineering.

Textbooks

1. Introduction to Computing Using Python

An Application Development Focus:



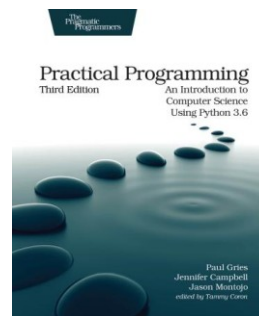
Author: Ljubomir
Perkovic

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ISBN: 978-1-
118-89094-3.

Paper version
available at
uOttawa
bookstore

2. Practical Programming (3rd ed): An Introduction to Computer Science Using Python 3.6



*Authors: Paul Gries,
Jennifer Campbell, Jason
Montojo*

©2017 |pragprog.
ISBN : 9781680502688

Free interactive
book:

**[https://runestone.academy/ns/
books/published/fopp/index.ht
ml](https://runestone.academy/ns/books/published/fopp/index.html)**

Course Description

Problem solving and algorithm design. Basic principles of software engineering: structure decomposition, documentation, testing and debugging. Variable types, expressions and assignments. Conditional and iterative control structures. Modules and parameter passing. Recursion. Fundamental data structures: arrays, strings, matrices, records. Introduction to objects. Includes examples of applications in various disciplines, including engineering.

Labs

- Labs begin on Monday, September 9.
- After that, labs will be held once a week until the end of the semester.
- Attendance is mandatory.
- Lab 1: Introduction to Brightspace and assignment submission. You will practice by submitting Assignment 0. This assignment is worth 0% (not graded) and is only for practice.
- If you experienced issues installing Python, bring your own laptop so the TA can assist you.
- Labs are scheduled in groups of 40–80 students, with support from Teaching Assistants.
- Each lab room has a computer for every student, but you may use your own laptop if preferred.
- All labs will involve programming in Python 3.
- You have been assigned to a specific lab section and must attend that session each week.
- Your lab section assignment is available on uZone.
- The STE 0110 general lab is also available outside of scheduled lab times.

Assignments

There will be 6 programming assignments during the term.

- All assignments will involve programming in Python; and maybe some will involve written work.
- Learn how to submit assignments. You will practice this during Lab 1.
- ALL assignments will be posted by me on and submitted by you on Brightspace:

Evaluation

EXAMS (77%)

- *Quiz: 5% Wed Oct 08 in class*
- *Midterm: 25% 4pm on Sunday Oct 26, 2025*
- *Final Examination: 47% to be determined*

LABS & ASSIGNMENTS (23%)

- *Labs (weekly; 1st lab 0%, remaining 0.5% each): 5%*
- *Assignments:*
 - *Assignment 1: 2.0% Due Mon Sept. 22 at 8am*
 - *Assignment 2: 2.0% Due Mon Sept. 29 at 8am*
 - *Assignment 3: 3.5% Due Th Oct. 9 at 8am*
 - *Assignment 4: 3.5% Due Mon Oct. 20 at 8am*
 - *Assignment 5: 3.5% Due Mon Nov. 17 at 8am*
 - *Assignment 6: 3.5% Due Mon Dec 2 at 8am*

Course Policies

Missed or Late Assignments

- ✓ Late or missed assignments receive a mark of zero.
- ✓ An exemption may be granted only if a valid medical certificate is provided to the professor within one week of the due date.
- ✓ In such cases, the weight of the missed assignment will be transferred to the final exam.

Absence from Midterm / Final Examination

- ✓ See University Regulations 8.5 and 8.6.
- ✓ For a justified absence, the weight of the midterm will be transferred to the final exam.
- ✓ Unjustified absences include (but are not limited to): travel, employment, and misreading the exam timetable.

Academic Integrity

Details: [Academic Integrity – University of Ottawa](#)

Key points:

- **Plagiarism** is strictly prohibited.
- **Turnitin** will be used to detect similarities with published works (journal articles, books, Wikipedia, student submissions, etc.).
- **MOSS** (Measure of Software Similarity) will be used to detect similarities in code.

Sanctions may include:

- A mark of F or zero in the course
- Completion of an ethics course
- Suspension from the Faculty (one term to three years)
- Expulsion from the Faculty

Rule of Thumb (Plagiarism in Coding):

- Never view, copy, or share another person/group's assignment code in any form.
- Never share your own assignment code with other students.
- Do **not** use ChatGPT or other AI tools to solve assignments or exams.

Suggestions for Success in ITI1120

- ✓ Do not fall behind; stay on schedule.
- ✓ Practice programming as much as possible (assignments, labs, exercises).
- ✓ After each class, run and test the code we covered—try to understand *why* it works, and experiment with it.
- ✓ Consider bringing a laptop to lectures and typing along.
- ✓ Don't fear mistakes: ensure each small part of your program works before moving on.
- ✓ Read lecture notes carefully.
- ✓ Use office hours for help and clarification.

Mentoring Centre

The Mentoring Centre is designed to complement tutorials and office hours. It provides:

- Support with study skills in the context of specific courses.
- Opportunities to connect with peers in the same course.
- Workshops on:
 - **Time Management**
 - **Stress and Anxiety**