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# Introduction to Computer Science

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Spring 2009

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Office Hours:	M W 2-4 and by appointment and walk-ins also welcome

**Textbook:** Java Concepts, 5<sup>th</sup> edition by [Cay. Horstmann](#).

**Prerequisites:** This is the first course in computer science, so you are not required to have any programming background. You need to have certain maturity in mathematics and logic. Your math placement should be in Math 110A, 107 or above.

**Course objectives:** The primary objective of this course is to provide a gentle yet firm introduction to computers and programming in JAVA, which entails many things:

- Understanding what computers are and learning how to work them around
- Learning to think like a programmer
- Developing analytical and problem-attacking skills
- Formulating and conveying precise and concise instructions
- Understanding computing concepts objects, data abstraction, inheritance, etc
- Develop a basic understanding about object-oriented programming paradigm.

**Class Policy:** It is your responsibility to turn in the assignments and come to the tests on time. If you miss some classes, it is your responsibility to obtain the notes and materials distributed in class.

- With prior arrangement before due date, two extensions will be granted without penalty. Two extensions will be granted with any questions asked.
- Additional extensions will be given only with the appropriate documentation (a doctor's note, a subpoena, etc.) and personal emergencies.
- Anything you submit must be your own work. We will ask you to “sign” each electronic submission acknowledging the Honor Code. Talking to other students about general Java features used in the programs is OK but you should not look at anyone else’s code or allow anyone else to look at your code prior to submission.

### Office hours/SI/Tutors:

There are no SI's or tutors for this class. Thus, your instructor is the main source of help.

- Regular office hours will be held. You do not need to make an appointment during the office hours. Walk-ins are also welcome. If I am not available for help immediately, you may have to reschedule. If you like to make an appointment, please do so through email above.
- If you are careful from the beginning, you will see how the compiler detects syntax errors in your programs. The compiler is another great helper.

**Assessment:** There will be written exercises to help you understand the programming concepts, 10 lab assignments, 6 programming assignments, course projects, midterm exams and final exam.

Programming Assignments	20%
Lab Exercises	10%
Written Exercises	10 %
Project	20%
Midterm exams	24%
Final Exam	16%

In general, letter grades will be determined roughly: A 91% and above, B 81-89%, C 71-79%, D 61-69%, and F 59% and lower. The plus and minus grades may be assigned near the above cut-offs. In addition, the assignment of plus and minus is dependent on the overall class distribution of sums of points.

### Important dates:

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|---|---|-------------|
| ◦ | March 3, Test 2 on April 21                     | Test 1 on   |
| ◦ | drop a class without academic penalty: March 7. | Last day to |
| ◦ | exam: May 1, 2:00-5:00                          | Final       |

**Resources:** More materials will be available on **blackboard**.

**Honor Code:** Programming projects and exercises will be handed out regularly. No collaboration is permitted on any assignment unless otherwise instructed. I take academic misconduct very seriously, and such matters, which hopefully will not arise, will be handled according to the [Oxford Honor Code](#).