

# ENGR-1020 Programming and Problem Solving Syllabus Spring 26

"Responsibility for learning belongs to the student, regardless of age" Robert Martin

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## Your Instructor's For This Class

### Dr. Erandi Gunapala

**Office Phone:** 308.635.6349

**E-mail:** [gunapale@wncc.edu](mailto:gunapale@wncc.edu) (Blackboard Messages or Teams Chat preferred)

**Office:** A9H

**Office Hours:**

- Monday: 10-11 am
- Tuesday: 1-2 pm
- Wednesday: 10-11 am
- Thursday 9–10 am | 12–1 pm
- Friday: 10-11 am
- By appointment (Online appointments are available)

### William A Loring

**E-mail:** [loringw@wncc.edu](mailto:loringw@wncc.edu) (Preferred contact method)

**Office:** B7F

**Office Hours:**

- Monday: 11-12 am
- Tuesday: 8-9:30 am
- Wednesday: 11-12 am
- Thursday: 10-11 am
- In person or online office hours or tutoring appointment: [William Loring](#)

"There are no stupid questions. Ask questions whenever something isn't completely clear. You can't remember what you don't understand."

*"If it's your job to eat a frog, it's best to do it first thing in the morning.  
And if it's your job to eat two frogs, it's best to eat the biggest frog first."* Mark Twain

## Prerequisite

High school math (Trigonometry and Pre-Calculus recommended) and high school science recommended.

## Class Meeting Times

- **Face to Face Class Location:** Scottsbluff Campus, Room D1
- **Scheduled Online Location:** Zoom link in Blackboard
- **Time:** Mon & Wed, 11:00-12:00 pm

## Catalog Description

This is a freshman engineering course that introduces students to the engineering problem solving process in the context of high level structured computer programming. The course consists of a sequence of programming assignments that require students to write computer programs to solve basic engineering problems. All of the computer programming assignments will be written in MATLAB and Python.

3.0 semester hours

(3/45/0/0/0/0) See Figure 1

## Course Objectives

Using this course as an instructional medium, the instructor will:

1. Demonstrate the fundamental concepts and logic behind generic computer programming and code development.
2. Demonstrate and assist the students in writing structured programs, including the use of function calls and file input and output using MATLAB.
3. Discuss and demonstrate data structures such as arrays in computer programs using MATLAB.
4. Outline and demonstrate how students should write, debug and demonstrate the accuracy of computer programs written in MATLAB.
5. Demonstrate how to properly document source code.
6. Assist students in applying problem solving skills to the computer solution of engineering problems.

7. Assist students in developing skills to communicate programming concepts in both written and oral format.

## **Student Learning Outcomes**

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

1. Understand the fundamental concepts and logic behind generic computer programming and code development [GE 2; MATH Goal 4 & 7].
2. Write structured programs, including the use of function calls and file input and output using MATLAB [GE 2; MATH Goal 4 & 7].
3. Utilize data structures such as arrays in computer programs using MATLAB [GE 2; MATH Goal 4 & 7].
4. Write, debug and demonstrate the accuracy of computer programs written in MATLAB [GE 2; MATH Goal 4 & 7].
5. Properly document source code [GE 1 & 3].
6. Apply problem solving skills to the computer solution of engineering problems [GE 2; MATH Goal 4 & 7].
7. Develop skills to communicate programming concepts in both written and oral format [GE 1; MATH Goal 6 & 7].

## **Instructional Materials**

Textbook MATLAB: A Practical Introduction to Programming and Problem Solving, Latest Edition, by Stormy Attaway, Elsevier.

eText Rental is also available.

## **Academic Integrity**

The academic integrity policy for this course includes the Institutional Academic Integrity Policy listed at the end of this document.

1. Do your own work.
2. You can ask for help if you get stuck. It is OK to have a study buddy to help with problems or issues. It is not OK to turn in the same assignment as someone else.
3. If you use someone else's work for a small quote or reference, cite the source.

4. Use your own words.
5. Do your own work. We are here to learn. You can't learn without doing the work.

### **Artificial Intelligence (AI)**

AI is best used ethically and responsibly.

1. AI (ChatGPT, etc.) is a tool, just like a pencil, a computer, or Google. All work submitted must be your own. You may not submit any work generated by an AI program as your own.
2. You will be working with AI in the workplace. Certain homework assignments will involve the use of AI technologies. The aim of these assignments is to familiarize you with practical AI applications.
3. If an assignment permits AI: Include the AI name, the prompt and the result.
4. Do not pass AI work off as your own.

**NOTE:** If an assignment seems out of character or not in the style we have been using in class: you will receive a 0 until you contact the instructor to explain how you arrived at this code.

AI use indicators:



No AI use: It is important for acquiring skills that you are able to do this assignment on your own.



AI can be used as a debugger or tutor. Include the prompt and results.



AI can be used as a code helper. Include the prompt and results.

**Minor Violations:** First offense: Grade of 0 for the assignment.

**Major Violations:** Second offense: Grade of F for the class.

**Do your own work.**

## **Assignment Creativity**

As long as your assignment submission meets the requirements of the tutorial or assignment, you are free to embellish the resulting work as much as you wish before submission. This is where the real learning starts.

## **Attendance**

In addition to the WNCC Attendance policy (in the WNCC Master Syllabus Contents) you are required to turn in your weekly notes to be considered attending this class.

## **[WNCC Master Syllabus Contents](#)**

This link contains the common WNCC Syllabus policies.