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# **CSc 110 Computer Programming I**

**Gittings Bldg, Rm 129B, MoWeFr 2:00pm-2:50pm**

## **Course Description**

An introduction to programming with an emphasis on solving problems drawn from a variety of domains. Topics include basic control and data structures, problem solving strategies, and software development tools and techniques.

## **Instructor and Contact Information**

Professor Hudson Lynam, GS Room 823, 775-750-5038, hlynam@arizona.edu

Office Hours: Monday & Wednesday, 12:50pm-1:50pm

For additional information, including TA office hours, please use the course website.

## **Course Format and Teaching Methods**

This course is scheduled to be an in-person course, meeting in-person three times a week. Your meeting time should be:

Gittings Bldg, Rm 129B, Monday, Wednesday, and Friday 2:00pm-2:50pm

This is a four-unit course, meeting in the lecture room three times a week. The weekly in-person lab sessions are flexible, meaning students have a number of time slots to choose from. To schedule your lab session go to the weekly lab session spreadsheet.

Attendance is expected and required.

If you need an exception due to a medical or visa issue, please reach out to the DRC or instructor.

## **Course Objectives**

By the end of the semester, you should be able to write complete, well-structured programs in python.

## **Expected Learning Outcomes**

A successful CSc 110 student will be able to:

- Use variables, control structures, basic data types, lists, dictionaries, file I/O, and functions to write correct 100 - 200 line programs.
- Decompose a problem into an appropriate set of functions, loops, conditionals, and/or other control flow.
- Find bugs when code is not working as expected using print statements and computational thinking skills, and will be able to understand and resolve errors.
- Write clean, well-structured, and readable code.
- Follow a provided style guide to write clean, well-structured, and readable code.
- Explain the conceptual memory model underlying the data types covered in class, and demonstrate the ability to convert integers and text to and from binary.

(These learning outcomes are derived from those developed by Allison Obourn, Ben Dicken, Adriana Picoral and other faculty at the UA).

## **Transferable Career Skills**

### **National Association of Colleges and Employers (NACE) Career Readiness:**

Career readiness is a foundation from which to demonstrate requisite core competencies that broadly prepare the college-educated for success in the workplace and lifelong career management. For new college graduates, career readiness is key to ensuring successful entrance into the workforce.

There are eight career readiness competencies, each of which can be demonstrated in a variety of ways." (NACE, 2025)

- Career & Self Development
- Communication
- Critical Thinking
- Equity & Inclusion
- Leadership
- Professionalism
- Teamwork
- Technology

In this course, we will focus on the following competencies:

- **Technology:** Students will use technology to design and write complete, well-structured programs in Python.
- **Teamwork:** The course will include lectures, in-class discussions, and activities, with a strong emphasis on teamwork through group work that requires collaboration with other students during class.
- **Communication:** Students are encouraged to emphasize communication by interacting with teaching assistants and using various channels, such as office hours, Gradescope, class discussions, and Piazza, to stay updated on course materials.

## **Makeup Policy for Students Who Register Late**

If you register after the first class meeting you may make up missed assignments within your first week of attendance.

## **Course Communications**

All online communication will be conducted through my official UA e-mail address ([hlynam@arizona.edu](mailto:hlynam@arizona.edu)), D2L, and Piazza. Ask questions on Piazza when you have questions about assignments, quizzes, and exams (has private options). Email the instructor only when you have logistics-related questions.

## **Required Texts or Readings**

All readings, videos, and assignment instructions will be available in the course website.

Course D2L: <https://d2l.arizona.edu/d2l/home/1725367>

Course Gradescope: <https://www.gradescope.com/courses/1221271>

Course website: <https://professorlynam.github.io/csc110/>

Piazza: <https://piazza.com/arizona/spring2026/csc110001/home>

## **Assignments and Examinations: Schedule/Due Dates**

The breakdown of grades in this course is as follows:

45% exams  
20% weekly quizzes  
10% programming problems  
10% short programming projects  
15% programming projects

There will be three exams (each 15%) throughout the course (including two midterms and one final exam), for a total of 45%. These exams may cover material from class, the programming assignments, the projects, and the readings. At the end of the semester, if at least two-thirds of the students have

submitted class evaluations, we replaced your lowest midterm exam score with a percentage-equivalent copy of your final exam score, if the final exam score is higher than your lowest midterm score. We do this not only to encourage class evaluations, but also to reward you for demonstrating an improved mastery of the material over the course of the semester. If you would like an exam regraded, we reserve the right to regrade the entire exam, not only the parts you might question.

The midterm exams will be on:

Midterm Exam 1 - Wed, Feb 25

Midterm Exam 2 - Wed, Apr 01

You must keep these dates available. Do not schedule any flights, travel plans, or other conflicts with these exams.

Weekly quizzes will be held every Wednesday (unless otherwise noted). There will be a total of 12 quizzes. Make-up quizzes will not be offered, however, your 2 lowest quiz scores will be dropped when calculating your final grade.

For programming problems, short projects and long projects, late work is NOT accepted.

Up to 1 point of extra credit will be awarded to students who come to office hours in person. Check our office hours schedule on the website TAs and Office Hours and ask the TA or instructor to submit your points to gradescope.

You are required to ask a question and/or work on an assignment or practice problem with the TA or instructor to receive 0.5 points for each office hour attendance. It is your responsibility to ensure the TA or instructor enter your 0.5 points on gradescope during the session. Instructors will not award you these points at a later date, do not email instructors about getting points at a later date (for example, if you forget to ask the TA to enter your office hour points on gradescope).

Your first TA office visit should take place before the Midterm 1 date, and the second visit should take place before the Midterm 2 date.

## **Final Examination**

The final exam is worth 15%.

The final exam date, time and room is: 05/08/26, 6:00pm-8:00pm, Room TBA.

You must keep this time available. Do not schedule any flights, travel plans, or other conflicts with this exam.

See also: Final Exam Regulations and Final Exam Schedule: <https://registrar.arizona.edu/faculty-staff-resources/room-class-scheduling/schedule-classes/final-exams>

## **Grading Scale and Policies**

The instructor and teaching staff will do their best to have grades back to students within 1 week. This includes, but is not limited to, grades for exams, projects, programming assignments, attendance, and quizzes. Once a grade has been entered for a particular item on the digital grade-book, students have **at most 5 days** to dispute the grade. This includes disputes related to excuses such as sickness, personal matters, dean's excuses, etc. If 5 days pass and there has not been such a request, the grade is final. Appeals submitted after this period will not be considered by the instructor or teaching staff under any circumstances. Please review your grades promptly and plan accordingly.

The correspondence between percentage grade and numeric grade is as follows:

Greater or equal to 90% at least an A

Greater or equal to 80% at least a B

Greater or equal to 70% at least a C

Greater or equal to 60% at least a D

Anything less, at least an E / F

#### Department of Computer Science Grading Policy:

Instructors will explicitly promise when every assignment and exam will be graded and returned to students. These promised dates will appear in the syllabus, associated with the corresponding due dates and exam dates.

Graded homework will be returned before the next homework is due.

Exams will be returned "promptly", as defined by the instructor (and as promised in the syllabus).

Grading delays beyond promised return-by dates will be announced as soon as possible with an explanation for the delay.

#### **Incomplete (I) or Withdrawal (W):**

Requests for incomplete (I) or withdrawal (W) must be made in accordance with University policies, which are available at <https://catalog.arizona.edu/policy/courses-credit/grading/grading-system>.

#### **Honors Credit**

Students wishing to contract this course for Honors Credit should e-mail me to set up an appointment to discuss the terms of the contact and to sign the Honors Course Contract Request Form. The form is available at <http://www.honors.arizona.edu/honors-contracts>

### **Scheduled Topic and Activities**

<b>Week</b>	<b>Start Date</b>	<b>Module</b>	<b>Topic</b>
1	Jan 14	Module 1	<i>Python Basics (constants, variables, comments, strings, print)</i>
2	Jan 19	Module 2	<i>Operators and Expressions, functions</i>
3	Jan 26	Module 3	<i>Functions, decomposition</i>
4	Feb 2	Module 4	<i>Functions, input from user, decomposition</i>
5	Feb 9	Module 5	<i>Control Flow (if statements)</i>
6	Feb 16	Module 6	<i>Control Flow (while)</i>
7	Feb 23	Module 7	<i>Data Structures (lists)</i>
8	Mar 2	Module 8	<i>Control Flow (for loops), mutability, random</i>
9	Mar 16	Module 9	<i>Control Flow (for loops), Dictionaries</i>
10	Mar 23	Module 10	<i>Files and strings</i>
11	Mar 30	Module 11	<i>Data Structures (tuples)</i>
12	Apr 6	Module 12	<i>2D lists, nested for loops</i>
13	Apr 13	Module 13	<i>Data Structures (sets)</i>
14	Apr 20	Module 14	<i>Mutability</i>
15	Apr 27	Module 15	<i>Control Flow + Data Structures</i>

## Assignment Due Dates

Assessment	Date	Time/Location
Quiz 01	Friday, Jan 16, 2026	in class
Quiz 02	Wednesday, Jan 21, 2026	in class
Module 1 Programming Problems	Friday, Jan 23, 2026	9pm
Quiz 03	Wednesday, Jan 28, 2026	in class
Module 2 Programming Problems	Wednesday, Jan 28, 2026	9pm
Short Programming Project 1	Wednesday, Jan 28, 2026	9pm
Programming Project 1	Friday, Jan 30, 2026	9pm
Quiz 04	Wednesday, Feb 04, 2026	in class
Module 3 Programming Problems	Wednesday, Feb 04, 2026	9pm
Short Programming Project 2	Wednesday, Feb 04, 2026	9pm
Programming Project 2	Friday, Feb 06, 2026	9pm
Quiz 05	Wednesday, Feb 11, 2026	in class
Module 4 Programming Problems	Wednesday, Feb 11, 2026	9pm
Short Programming Project 3	Wednesday, Feb 11, 2026	9pm
Programming Project 3	Friday, Feb 13, 2026	9pm
Quiz 06	Wednesday, Feb 18, 2026	in class
Module 5 Programming Problems	Wednesday, Feb 18, 2026	9pm
Short Programming Project 4	Wednesday, Feb 18, 2026	9pm
Programming Project 4	Friday, Feb 20, 2026	9pm
Midterm 1	Wednesday, Feb 25, 2026	in class
Module 6 Programming Problems	Friday, Feb 27, 2026	9pm
Short Programming Project 5	Friday, Feb 27, 2026	9pm
Programming Project 5	Monday, Mar 02, 2026	9pm
Quiz 07	Wednesday, Mar 04, 2026	in class
Module 7 Programming Problems	Wednesday, Mar 04, 2026	9pm
Short Programming Project 6	Wednesday, Mar 04, 2026	9pm
Programming Project 6	Friday, Mar 06, 2026	9pm

Assessment	Date	Time/Location
Quiz 08	Wednesday, Mar 18, 2026	in class
Module 8 Programming Problems	Wednesday, Mar 18, 2026	9pm
Short Programming Project 7	Wednesday, Mar 18, 2026	9pm
Programming Project 7	Friday, Mar 20, 2026	9pm
Quiz 09	Wednesday, Mar 25, 2026	in class
Module 9 Programming Problems	Wednesday, Mar 25, 2026	9pm
Midterm 2	Wednesday, Apr 01, 2026	in class
Module 10 Programming Problems	Wednesday, Apr 01, 2026	9pm
Short Programming Project 8	Wednesday, Apr 01, 2026	9pm
Programming Project 8	Friday, Apr 03, 2026	9pm
Module 11 Programming Problems	Wednesday, Apr 08, 2026	9pm
Short Programming Project 9	Wednesday, Apr 08, 2026	9pm
Programming Project 9	Friday, Apr 10, 2026	9pm
Quiz 10	Wednesday, Apr 15, 2026	in class
Module 12 Programming Problems	Wednesday, Apr 15, 2026	9pm
Short Programming Project 10	Wednesday, Apr 15, 2026	9pm
Programming Project 10	Friday, Apr 17, 2026	9pm
Quiz 11	Wednesday, Apr 22, 2026	in class
Module 13 Programming Problems	Wednesday, Apr 22, 2026	9pm
Short Programming Project 11	Wednesday, Apr 22, 2026	9pm
Programming Project 11	Monday, Apr 27, 2026	9pm
Quiz 12	Wednesday, Apr 29, 2026	in class
Module 14 Programming Problems	Friday, May 1, 2026	9pm
Short Programming Project 12	Friday, May 1, 2026	9pm
Programming Project 12	Monday, May 04, 2026	9pm
Final Exam	Friday, May 08, 2026	6:00pm-8:00pm, Room TBA

## **Classroom Behavior Policy**

To foster a positive learning environment, students and instructors have a shared responsibility. We want a safe, welcoming, and inclusive environment where all of us feel comfortable with each other and where we can challenge ourselves to succeed. To that end, our focus is on the tasks at hand and not on extraneous activities (e.g., texting, chatting, reading a newspaper, making phone calls, web surfing, etc.).

Students are asked to refrain from disruptive conversations with people sitting around them during lecture. Students observed engaging in disruptive activity will be asked to cease this behavior. Those who continue to disrupt the class will be asked to leave lecture or discussion and may be reported to the Dean of Students.

## **Safety on Campus and in the Classroom**

For a list of emergency procedures for all types of incidents, please visit the website of the Critical Incident Response Team (CIRT): <https://cirt.arizona.edu/case-emergency/overview>

Also watch the video available at

[https://arizona.sabacloud.com/Saba/Web\\_spf/NA7P1PRD161/app/me/ledetail;spf-url=common%2Flearningeventdetail%2Fcrtfy000000000003841](https://arizona.sabacloud.com/Saba/Web_spf/NA7P1PRD161/app/me/ledetail;spf-url=common%2Flearningeventdetail%2Fcrtfy000000000003841)

## **University-wide Policies link**

Links to the following UA policies are provided here: <https://catalog.arizona.edu/syllabus-policies>

- Absence and Class Participation Policies
- Threatening Behavior Policy
- Accessibility and Accommodations Policy
- Code of Academic Integrity
- Nondiscrimination and Anti-Harassment Policy
- Class Recordings
- Additional Resources
- Preferred Names and Pronouns

## **Department-wide Syllabus Policies and Resources link**

Links to the following departmental syllabus policies and resources are provided here,  
<https://www.cs.arizona.edu/cs-course-syllabus-policies> :

- Department Code of Conduct
- Illnesses and Emergencies
- Obtaining Help
- Confidentiality of Student Records
- Land Acknowledgement Statement

## **Subject to Change Statement**

Information contained in the course syllabus, other than the grade and absence policy, may be subject to change with advance notice, as deemed appropriate by the instructor.