Course Syllabus

IMPORTANT NOTE: Due to COVID-19, all dates and policies contained in the syllabus and Canvas course are subject to change. Students can expect to be informed immediately and clearly of any changes.

Critical Information

Instructors

Instructor Rush Sanghrajka
Instructor contact (only for private matters): Piazza

Instructor Prof. Ross Whitaker
Instructor email (only for private matters): Piazza

Course Staff Contact through Piazza

Class Meetings

Mondays and Wednesdays 2:00-2:50p in 1.504 WEB; led by Rush. Students should come to class prepared and expect to practice solving problems individually and in small groups. See the course format for more information.

Lab Sessions

Friday lab sessions in WEB L124. Lab attendance at your registered lab session is required and has graded work.

Textbook

This course will use a variety of web resources, including readings and exercises from a free online, interactive textbook from https://runestone.academy/runestone/books/published/fopp/index.html

Important Dates

All tests are in-person and cannot be missed except for documented emergencies and you should plan around them.

- Test 1 is on **Wednesday, February 9, 2022**, during the class meeting.
  - Coding Midterm is on **Friday, March 4, 2022**, during the lab session.
- Test 2 is on **Wednesday, April 6, 2022**, during the class meeting.
- Final Exam is on **Monday, May 2, 2022**, from 1:00 – 3:00 pm.

Final Course Grade

Assignments 40%, Tests 15%, Coding Midterm 10%, Final Exam 15%, Labs 10%, Runestone and Online Quizzes 10%. See below for detailed information about student evaluation for this course.

Communication

This class will use Piazza for most communication– emailing the course staff is discouraged, as those are difficult to track with such a large class. Please refer to the communication section below for more information, and the Contacting Course Staff page under the Course Resources module.

Course Information

Course COMP1010: Programming for Alt 1
Credits 3
Pre-reqs None

This course is designed for students who are not intending to be Computer Science majors who desire a practical course for gaining basic computer programming skills. The course will use the Python programming language to develop skills in problem-solving, debugging, acquiring real-world data, processing data, and interacting with and visualizing solutions. The course will show the power in writing small programs that leverage existing code to create interesting applications. Examples from a variety of fields will be used to illustrate the utilities of computers and programming. The goal for the end of the course is for students to feel confident in their ability to write useful, small-scale programs in their area of interest.

At the end of the course, students will be able to

- write small functions and scripts in Python to accomplish desired tasks
- use external Python code in their own programs to add functionality to their programs
- debug and modify small programs
- use object-oriented constructs within their programs
- take a real-world task and see how to use programs to automate or analyze that task

Fair warning

The pacing in this class is brisk. Students should spend a considerable amount of time reading, watching videos, studying, and solving problems outside of class. Please refer to the How to Succeed in This Course page for more information on what to expect from this class.

Course Materials

Website

The class website is the Canvas course available through CIS. It will be updated throughout the semester with the class schedule, lecture notes, laboratory exercises, assignment specifications, and much more.

Lecture Notes

The instructor will often make use of slides and other documents during lecture. These documents will be posted on the class website following the lecture; however, such posted documents may not represent completely the material covered in class. Students who must miss class are strongly encouraged to check with a classmate or TA.

Python

All programming in COMP1010 is in Python. Python is available for your use on the lab machines. Instructions for installing both on your personal computer is available on the class website in the Class Resources module.

Textbook

This course will use a variety of web resources, including readings and exercises from a free, online, interactive textbook from https://runestone.academy/runestone/books/published/fopp/index.html

Student Evaluation

Assignments

The instructions for each assignment and its due date will be posted on the class website roughly one week before it must be submitted. Assignments are submitted online via the submission tool located beneath the instructions for each assignment. It is the student's responsibility to ensure the successful and timely submission of each programming assignment — start early and follow the instructions carefully. Corrupted or missing files will not be grounds for extensions. Double-check your submissions, and save a digital copy of all of your work.

Late Assignments

There is a one-day grace period for late assignments. Assignments turned in after the due date will receive a 10% deduction to the grade. **No assignments will be accepted more than 24 hours late, at which point a 0% will be assigned**. In general, you should use the dropped score (described below) as the way this course handles the problems we all face during the semester rather than asking for instructors' consent for late work. Longer term issues should be discussed with the instructors — we are not trying to fail students!

Lab Exercises

Students in labs generally work through online quizzes with the aid of the lab TAs. The lowest 2 lab scores will be dropped, which can help you manage unexpected (or expected) problems with attendance. Labs will focus on additional material that is helpful for completing assignments. Additionally, labs are very beneficial for reviewing material covered in class — attendance is expected.

Coding Midterm

The lab period on **Friday, March 4, 2022**, will be devoted to the practical coding midterm — you will be given a series of programming problems that will be solved during the lab period for a score. This does not count as a droppable lab score.

Tests and Final Exam

There will be two in-class tests and a final exam.

- Test 1 is on **Wednesday, February 9, 2022**, during the class meeting.
- Test 2 is on **Wednesday, April 6, 2022**, during the class meeting.
- Final Exam is on **Monday, May 2, 2022**, from 1:00 – 3:00 pm.

These exams will be paper-based and in-person. These tests cannot be missed except for a documented medical emergency.

Runestone Exercises

This course will have assigned reading and exercises from the Runestone e-textbook. You will need to register on that site, enroll in this course, and do readings and exercises as given. For more information, please refer to the page on using the course e-textbook under Course Resources.

The assigned exercise must be completed before class on Wednesday to count, and you must be logged in with your account that uses your UID as the account name. These exercises, along with quizzes, count towards your final course grade. The four lowest grades for assigned Runestone exercises or quizzes combined will be dropped.

Quizzes

Quizzes will be available on Gradescope on the material covered in the topics. These quizzes are designed to be an assessment tool for yourself so that you know whether or not you have the expected understanding of the material. You will have two chances to take the quiz, and will be able to see which questions you missed. The four lowest grades for assigned exercises or quizzes combined will be dropped.

Participation

Participation is an important component of this course because active engagement facilitates learning. If you choose not to be engaged during lecture and lab, you are harming your own experience with the material. Participation will not be graded explicitly because we find that active participation is associated with success in other graded aspects of the course.

Final Course Grade

The final course grade is based on: Assignments 40%, Tests 15%, Coding Midterm 10%, Final Exam 15%, Labs 10%, Runestone and Online Quizzes 10%.

Your weighted, cumulative course percentage score is turned into letter grades using the following scheme:

[100-96] A, [96-92] A-, [90-87] B+, [87-84] B, [84-80] B-, [80-77] C+, [77-74] C, [74-70] C-, [70-67] D+, [67-64] D, [64-60] D-, [60-0] E

where [ ] means including that number and ( ) means up to but not including.

Regrades

Students desiring to appeal a score on an assignment, lab exercise, quiz, test, or final exam must do so via Gradescope and no later than one week after the score is published. We reserve the right to regrade the entire assignment when a regrade request is made.

Dropped Scores

Students may end up missing a deadline or a lab session for a reason that is not granted an exception (generally, documented medical reasons or official University activities). Therefore, to allow for such an occurrence, the lowest score earned on an assignment, and the lowest two scores on lab exercises are dropped from the record of each student at the end of the semester. Students should plan to use the "drop scores" judiciously — there is only one for an assignment, and two for a lab. These dropped scores are automatically applied. No test or final exam scores are dropped.

Getting Help

Instructor office hours See the Help Hours page in the Course Resources module.

Teaching assistants and help hours See the Help Hours page in the Course Resources module. During consultation, use the TA Queue (see on the class website) to alert the TA on duty that you have a question. TA Help hours are held on Zoom and in person in the CADE lab.

Communication For questions outside of class and help hours, students are required to use Piazza. The teaching staff will actively monitor all discussions, and we will often be able to provide a quick response that might be useful to many students. Be *mindful of our cheating policy and do not post things such as solutions to homework assignments or code snippets from your solution.* Regardless of communication medium, DO NOT SHARE THESE WITH ANOTHER STUDENT until after assignments have been graded and returned.

To send urgent messages to everyone in the class, such as corrections to assignments or changes in due dates, the course staff will make use of Piazza. Students are expected to check Piazza regularly. We recommend signing up for email notifications from Piazza as well.

In general, we can often provide quick and detailed responses through Piazza and it is an excellent mechanism for getting feedback. Emails of a more administrative nature (i.e., questions about grades, illness) can be sent directly to Rush at rush@sci.utah.edu. See further instructions on the Contacting Course Staff page in the Course Resources module.

Course Guidelines

Behavior during class activities All students are expected to maintain professional behavior, according to www.regulations.utah.edu/academics/rules/students/studentRights.html. (The University of Utah Student Code). Students should read the Code carefully and know that they are responsible for the content. According to Faculty Rules and Regulations, it is the faculty responsibility to enforce responsible classroom behaviors, beginning with verbal warnings and progressing to dismissal from class and a failing grade. Students have the right to appeal such action to the Student Behavior Committee.

Working together Students are encouraged to discuss assignments and laboratory exercises with fellow classmates, but each student is responsible for formulating and writing their own answer. Cheating is sharing written or electronic work either by copying, retyping, looking at, or supplying a copy. Cheating is not: discussing concepts, answering questions about concepts or clarifying ambiguities, or helping someone understand how to use the class tools and software.

Students may occasionally be required to work on assignments or lab exercises in pairs. Guidelines and rules for working together will be posted with such assignments.

Cheating is taken very seriously and students must be careful not to collaborate on assignments. Further details about what constitutes cheating, and what the resulting actions by the course staff will be, can be found under Course Resources.

Submissions are routinely checked by the course staff for signs of unauthorized collaboration.

There must be no collaboration during tests or the final exam. Please see the University of Utah Student Code for a detailed description of the university policy on cheating.

Any student found cheating will fail the entire course.

We will adhere by the School of Computing policy on academic misconduct.

College of Engineering guidelines For information on course syllabus, appealing grades, and more, see the College of Engineering guidelines at

https://www.coe.utah.edu/students/academic-affairs/academics/semester-guidelines/

Inclusivity

It is our intent that students from all diverse backgrounds and perspectives be well-served by this course, that students' learning needs be addressed both in and out of class, and that the diversity that the students bring to this class be viewed as a resource, strength and benefit. It is our intent to present materials and activities that are respectful of diversity: gender identity, sexuality, disability, age, socioeconomic status, ethnicity, race, nationality, religion, and culture.

We also expect students to treat everyone in the class (including the teaching staff) in a respectful manner.

The following resources are available to students for more information:

U of U Office of Inclusivity
Center for Ethnic Student Affairs
LGBT Resource Center
American Indian Resource Center
Office of Equal Opportunity, Affirmative Action, and Title IX
Center for Student Wellness

Student names & personal pronouns Class rosters are provided to the instructors with the student's legal name as well as "Preferred first name" (if previously entered by you in the Student Profile section of your CIS account). Please advise the instructors of any name or pronoun changes (and update CIS) so we can help create a learning environment in which you feel respected. If you need assistance legal gender information or name on your UID card, please visit the LGBT Resource Center Room 409 in the Olpin Union Building, or email lgbtcenter@sa.utah.edu to schedule a time to drop by. The LGBT Resource Center hours are M-F 8am-5pm, and 8am-4pm on Tuesdays.

NOTE: This syllabus is meant to serve as an outline and guide for our course. Please note that the instructors may modify it with reasonable notice to you. The instructors may also modify the course schedule to accommodate the needs of our class. Any changes will be announced in class and posted on Canvas under Announcements.

University Policies

- COVID-19 Campus Guidelines
- Drop/Withdrawal Policies
- Plagiarism and Cheating
- Course Materials Copyright
- Safety at the U
- Wellness at the U
- Addressing Sexual Misconduct
- Americans With Disabilities Act (ADA)
- Diverse Student Support

Course Summary:

Date	Details	Due
Wed Jan 12, 2022	COMP 1010 Wednesday Lectures	2pm to 3pm
Fri Jan 14, 2022	Lab 0 Quiz	due by 3:30pm
Wed Jan 19, 2022	COMP 1010 Wednesday Lectures	2pm to 3pm
Fri Jan 21, 2022	Lab 1 Quiz	due by 5:30pm
Wed Jan 26, 2022	COMP 1010 Wednesday Lectures	2pm to 3pm
	Assignment 1: ASCII Art	due by 11:59pm
Fri Jan 28, 2022	Lab 2: Modules and Turtles	due by 5:30pm
Wed Feb 2, 2022	COMP 1010 Wednesday Lectures	2pm to 3pm
	Assignment 2: Fun with Turtle	due by 11:59pm
Fri Feb 4, 2022	Lab 3: Strings and Loops	due by 5:30pm
Wed Feb 9, 2022	COMP 1010 Wednesday Lectures	2pm to 3pm
	February Weekly Readings	due by 2pm
Fri Feb 11, 2022	Weeks 0-3 Review Quiz	due by 11:59pm
Wed Feb 16, 2022	COMP 1010 Wednesday Lectures	2pm to 3pm
	Reading for Week 5 (Due Wed 2/16)	to do: 2pm
	Assignment 3: Advanced Loops	due by 11:59pm
	COMP 1010 Wednesday Lectures	2pm to 3pm
Wed Feb 23, 2022	Readings for Week 6 (due by Wed Feb 23)	to do: 2pm
	Assignment 4: Image Processing	due by 11:59pm
Wed Mar 2, 2022	COMP 1010 Wednesday Lectures	2pm to 3pm
Fri Mar 4, 2022	Coding Midterm	due by 11:59pm
Wed Mar 9, 2022	COMP 1010 Wednesday Lectures	2pm to 3pm
	COMP 1010 Wednesday Lectures	2pm to 3pm
Wed Mar 16, 2022	Reading for Week 9 (due by Wed Mar 16)	to do: 2pm
	COMP 1010 Wednesday Lectures	2pm to 3pm
Wed Mar 23, 2022	Reading for Week 10	to do: 2pm
	Assignment 5: Sound Effects	due by 11:59pm
Fri Mar 25, 2022	Lab 7: Handling Text Files	due by 5:30pm
Wed Mar 30, 2022	COMP 1010 Wednesday Lectures	2pm to 3pm
	Assignment 6: Analyzing a Novel	due by 11:59pm
Fri Apr 1, 2022	Lab 8: Nested Dictionaries	due by 5:30pm
	COMP 1010 Wednesday Lectures	2pm to 3pm
Wed Apr 6, 2022	Reading for Week 11	to do: 2pm
	Test 2	due by 2:50pm
Fri Apr 8, 2022	Weeks 5-11 Review Quiz	due by 11:59pm
	COMP 1010 Wednesday Lectures	2pm to 3pm
Wed Apr 13, 2022	Reading for Week 13 (due Wed 4/13)	to do: 2pm
	Assignment 7: Working with Data, Part 1	due by 11:59pm
Fri Apr 15, 2022	Lab 9: Loops and Error Handling	due by 5:30pm
Fri Apr 22, 2022	Lab 10: Objects, Iterables, and Error Handling	due by 6pm
Mon Apr 25, 2022	Assignment 8: Working with Data, Part 2	due by 11:59pm
Mon May 2, 2022	Final Exam	due by 11:59pm
	April Weekly Readings	
	Extra Credit Opportunity	
	January Weekly Readings	
	Lab 10: Practice with Iterables, loops, exceptions	
	Lab 4: Working with Images	
	Lab 5: Lists and Debugging	
	Lab 6: Working with R' statements	
	March Weekly Readings	
	Reading Assessments Grade	
	Test 1	