CIS 115 - Introduction to Computing Science

Spring 2015

Abridged Syllabus

Sections A & B

Instructor: Russell Feldhausen

Office: 212 Nichols Hall Email: russfeld@ksu.edu Phone: (785) 292-3121

Website: http://people.cis.ksu.edu/~russfeld

Office Hours: MW 10:00 - 11:00 AM

Teaching Assistants

A 1-6: Chris Piggott (cpiggott)

B 1-6: Naveena Bellam (naveena)

A 7-12: Josh Reed (joshua25)

B 7-12: Connor Elliott (connorelliott11)

Grading

Team Assignments
10% - Wiki Article*
10% - Topic Research*
10% - Video Project*

* Team projects include +/- 50% peer

review.

* 10% of grade depends on turning in

review.

Individual Assignments

14% - Programming Assignments(2% each, 7 total) (drop 1 lowest)4% - Final Programming Assignment28% - Class Attendance and Participation

(1% each) (drop 2 lowest)

24% - Online Blog (2% each) (drop 2 lowest)

Late Work

Late work will receive penalty of 10% of the possible points for each day it is late. Missed work cannot be made up except under extenuating circumstances.

Required Texts

• "The Pattern on the Stone: The Simple Ideas that Make Computers Work" by W. Daniel Hillis

ISBN 046502596X - http://www.amazon.com/dp/046502596X/

- "Tubes: A Journey to the Center of the Internet" by Andrew Blum.

 ISBN 0061994952 http://www.amazon.com/dp/0061994952 Kindle edition available
- "Blown to Bits: Your Life, Liberty, and Happiness After the Digital Explosion" by Hal Abelson, Ken Ledeen, and Harry Lewis.

ISBN 0137135599 - http://www.amazon.com/dp/0137135599/

Creative Commons digital edition available FREE at http://www.bitsbook.com/

Software

Scratch 2.0: http://scratch.mit.edu - Available online, requires Adobe Flash

Academic Honesty

The honor system website can be reached at: http://www.ksu.edu/honor.

CIS 115 - Introduction to Computing Science (Spring 2015) Schedule (as of 1/18/2015)

1/20/2015 1 What is Computing Science? 1/20/2015 2 Teams, Projects, and Success Syllabus & Assignments Team Resume 1/20/2016 3 Early Computing Machines POTS 1 - Nuts and Bolts Scratch Introduction 1/20/2016 4 Bits and Boolean Alghera POTS 2 - Universal Building Blocks Loops & Conditionals 2/3/2016 5 Programming POTS 3 - Programming 1 - Loops & Conditionals 2/3/2015 5 Programming POTS 3 - Programming 1 - Loops & Conditionals 2/3/2015 6 Universal Computers Machines POTS 3 - Programming 1 - Loops & Conditionals 2/3/2015 7 Algorithms POTS 3 - Programming Variables - Turing Machine POTS 3 - Programming Variables - Turing Machine POTS 3 - Report Variables - Turing Machine POTS 3 - Report Variables - Turing Machine POTS 4 - How Universal are Turing Machine POTS 5 - Algorithms & Heuristics POTS 6 - Memory: Information and Secret Codes POTS 6 - Memory: Information and Secret Codes POTS 8 - Memory: Information and Secret Codes POTS 8 - Secret Codes POTS 8 - Secret Codes POTS 8 - Computers that Learn and Adapt POTS 9 - Speed: Parallel Computers POTS 8 - Secret Codes POTS 8 - POTS 9 - Secret Codes POTS 8 - POTS 9 -	Date	Lecture	Topic / Blog Article	Reading (Before Class)	Activity
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