CISP 300 Full Semester
Summer 2020 (Jun 8 – Jul 31)

Algorithm Design/Problem Solving Syllabus
Section: 10302

Professor:	**Tom Dolce**	**BCS Office:**	CMC 404
Primary Email:	**dolcet@arc.losrios.edu**		
Secondary Email:	**arcproftom@gmail.com**	**Office/Student**	**Tu/Th 10-11am**
Voicemail:	(916) 286-3691 x12068	**Hours:**	Contact by email anytime or meet by Zoom appt.
Textbook:	**Starting Out with Programming Logic and Design by Tony Gaddis 5th Edition ISBN: 978-0-13-480115-5 (Beaver Bookstore or redshelf.com or www.vitalsource.com)**		
Note:	The most current version of the syllabus is available on **Canvas https://lrccd.instructure.com**		

Communicating

- If you're struggling, need help, have questions, need further explanation, please let me know so I can help.
- If email or ConferZoom office hours don't work for you, please let me know so we can make an appointment.
- https://canvas.losrios.edu is the course management tool. Students are expected to setup Canvas notifications for changes and due dates or check email and Canvas daily for class info, files or updates and are responsible to know and follow all material posted to Canvas.

What You Will Learn (Student Learning Outcomes) Upon completion of this course, the student will be able to:

1. Define operators, including arithmetic, comparison, and logical operators.
2. Differentiate control structures, branches (conditional statements) and pre & post checking loops.
3. Deduce post condition from pre-condition for control structures, including assignment statements, branches, and loops.
4. Construct a trace table to emulate the execution of a program that utilizes variables, various control structures, data organizations, subroutines, and parameters.
5. Contrast the lifespans & behaviors of local variables, by-value parameters, and by-reference parameters.
6. Compare the two methods of passing results: by-reference parameters and return value.
7. Compare in-line copy-and-paste coding with structured subroutines in terms of maintainability, defect containment, testability, and other metrics.
8. Create a subroutine to abstract one or more similar blocks of in-line code using local variables, parameters, and return values.
9. Differentiate roles involved in software development, including developers, analysts, and test engineers.

Expectations

- **R-E-A-D Success in this class requires reading and studying the textbook and watching class videos. Quizzes and exams come from material in the book. Class videos will emphasize and expand on material in the book. Ongoing class discussions in Canvas provide opportunities to ask questions about things you've read, but need clarified.**
- **Carefully read assignments** and material posted on Canvas.
- Complete all assignments based upon the class schedule listed below. Success in this class also requires completing and turning in assigned work by the deadlines. Information may be presented in supplemental materials and in class discussions that is not included in the text.
- Disruptive behavior online will not be tolerated and could result in being dismissed from the class for up to two sessions (and lose all points on any assignments or quizzes) or dropped.

Student Honor (Cheating)

Each student is required to do their own work. Students may not discuss quiz or exam questions with other students. When taking exams or quizzes, students are to do so without the assistance of any persons or materials such as, internet or electronic textbook searches, paper textbook access, notes, or other electronic materials. **All work must be original work done by the student.** Submissions that are not totally the student's own original work are grounds for an "F", and/or a **class grade of "F", and/or being dropped from the class**,

and/or any other action deemed appropriate by the instructor, the BCS Area Dean or the school Administration. This action also applies to all students who are involved in the discussion or who allow their work to be copied. Absolutely no communication is allowed between students during a quiz or examination. Academic dishonesty will not be tolerated.

Grading

For late assignments, 5 points per day late will be taken off.

Grades and Points

The number of quizzes and assignments are subject to change at the discretion of the instructor, however, the percentage of points required for letter grades will not change (A= 90% - 100%, B=80% - 89%, etc.)

Source		Points	Grade	Percent	Point Range		
A Quizzes	(15 points * 8 quizzes)	120	A	90-100	675	-	750
B Quizzes	(15 points * 6 quizzes)	90	B	80-89	600	-	674
Assignments	(30 points * 8)	240	C	70-79	525	-	599
Midterm & Final	(150 points each)	300	D	60-69	450	-	524
			F	less than 60	524	<	
TOTAL		750					

Grades Available Online

Grades will be available in Canvas. After the semester, final grades are available in the ARC eServices system.

Discussions

A discussion will be setup for each week. You are strongly encouraged to review the discussions, post any questions you have and interact with other sturents.

Accommodations

Students who may need an academic accommodation based on the impact of a disability and who require instructional, curricular, or test accommodations are responsible for making such needs known to the instructor as early as possible. Every possible effort will be made to accommodate students in a timely and confidential manner. Individuals who request accommodations must be registered with the Office of Disabled Students Programs and Services, which authorizes accommodations for students with disabilities. Contact the office by phone: 916.484.8382, or email: ARCDSPSDE@arc.losrios.edu.

Schedule **Topics and due dates are subject to change at the discretion of the instructor.**

			A quizzes	Homework	B quizzes	VIDEOS
Week 1	Jun 8 - 13	CH 1 Intro	Q1A Jun 10	A0, A1 Jun13	Q1B Jun 13	WK01.*
Week 2	Jun 14 - 20	CH 2&6 IPO & Functions	Q2A Jun 14	A2 Jun 20	Q2B Jun 20	WK02.*
Week 3	Jun 21 - 27	CH 3 Modules	Q3A Jun 21	A3 Jun 27	Q3B Jun 27	WK03.*
Week 4	Jun 28 – Jul 4	CH 4 Decision Structures Midterm	Q4A Jun 28	A4 Jul 4	Midterm Jul 4	WK04.*
Week 5	Jul 5 – 11	CH 5&7 Loops & Data Validation	Q5A Jul 5	A5 Jul 11	Q5B Jul 11	WK05.*
Week 6	Jul 12 - 18	CH 8 Arrays	Q6A Jul 12	A6 Jul 18	Q6B Jul 18	WK06.*
Week 7	Jul 19 - 25	Ch 9 Sorting & Searching	Q9A Jul 19	A9 Jul 25	Q9B Jul 25	WK07.*
Week 8	Jul 26 - 31	CH 10 Files FINAL	Q10A Jul 26	A10 Jul 31	Final Jul 31	WK08.*