CSCI 110 Section 1

Intro to Computer Science

Fall 2016

M/W/F 11 am - 12:15 pm
305 Park Johnson
Lab: Fridays 3:40 pm - 5:40 pm
322 Park Johnson (CS lab)

Lecturer: **Sheng Wu**
Email: shengwu34@gmail.com
Office: 320 Park Johnson
Website: Canvas and sheng.io/fisk

Office hours: 2 pm - 3:30 pm Tuesdays,
1 pm - 2:30 pm Wednesdays,
1 pm - 3 pm Thursdays
(and by appointment)

TENTATIVE SCHEDULE

Topics covered during a particular week may change if we need to spend more or less time on a subject. **Please check your email daily for class announcements.**

Week	Topics	Notes
8/15	computing, variables, types	
8/22	conditionals, if, else	HW 1 due Fri 8/26
8/29	while loops, functions, debugging	
9/5	for loops, variable scope	HW 2 due Wed 9/7
9/12	MIDTERM 1 on Mon 9/12 *Withdraw deadline: Fri 9/16*	
9/19		HW 3 due Thu 9/22
9/26	data structures: ArrayLists	
10/3	functions, methods	HW 4 due Wed 10/5
10/10	recursion	
10/17	algorithms: sorting and searching	HW 5 due Mon 10/17
10/24	MIDTERM 2 on Mon 10/24	
10/31	data structures: hash tables	HW 6 due Fri 11/4
11/7	object, classes	
11/14	special topics	HW 7 due Mon 11/18
11/21	thanksgiving break	
11/28	project presentations, review	
12/5	FINAL EXAM: TUE DEC 6, 10:30 am - 12:30 pm	

GRADES

There will be two midterm exams. **Quizzes will be given during most lectures.**

You must complete a mock interview to receive a passing grade for the class. Sign-up sheets will be posted on my office door a couple of weeks into class.

Item	Percent
In-class quizzes	11%
Assignments	14%
Labs	15%
Midterm exams	20% (10% each)
Final exam	25%
Project	15%
Mock interview	not graded but required to pass

There will be no curve, but there will be plenty of extra credit opportunities. If your grade drops below 70% after week 3, you will be required to attend office hours at least one day a week.

MAKE-UP POLICY

No make-up quizzes will be given, even for conflicts or illnesses. Your three lowest quiz grades will be dropped. Save these for when you're sick!

Make-up exams will be given if a doctor's note is presented.

LATE ASSIGNMENTS

Late assignments will be accepted up to two days past the due date, with a 25% reduction in score per day.

TEXTBOOK

OPTIONAL: A textbook called "Think Java" by Allen B. Downey and Chris Mayfield is useful for reviewing topics covered in class. It's published by O'Reilly and available for free online: http://greenteapress.com/thinkjava6/html/index.html

PROJECT

Over the course of the semester, you'll work on a project using computation to tackle a problem you're interested in. Each student will explain their work in an 8-minute presentation during the last week of class. I will work with each of you to find appropriately sized projects.

Examples:

- Use an arduino board to open/close the blinds on a window at the press of a button
- Analyze the words used by different characters in *Pulp Fiction*
- Develop a simple text-based game

Projects are graded by ONE THIRD the difficulty of your idea, ONE THIRD how well you executed your idea (based on evidence presented), and ONE THIRD quality of the final presentation.

PLAGIARISM AND CHEATING

You are expected to do your own work. You may discuss concepts with your classmates, but when the time comes for you to actually write your code, you should do that on your own. Similarly, you should not share code with any of your classmates.

If at any time you receive help from another person or you find some information after searching with your favorite search engine, please provide attribution. It can be as simple as a code comment containing the name of your collaborator or the URL of the page where you found the information.

Do not copy anyone else's code (or let anyone copy your code). There is no reason to do that on any of the assignments in this course. Basically, the rule is that you should be handing in code which represents your original, independent work. It should not be based on, influenced by, or copied from anyone else's.

Above all, you should use your common sense. If you suspect what you are about to do is a violation, play it safe and ask me first.

ADA COMPLIANCE STATEMENT

The Rehabilitation Act of 1973 and the Americans with Disabilities Act (ADA) require that "no qualified person shall, solely by reason of disability, be denied access to, be excluded from participation in, or the benefits of services, programs or activities or subjected to discrimination under any program or activity receiving federal assistance."

Students with disabilities who qualify for academic accommodations must provide notification from Counseling Services and discuss specific needs with the instructor, preferably during the first two weeks of class. Contact Counseling Services at 329-8776 to assist in arranging appropriate accommodations if you have a disability.