WAKE FOREST UNIVERSITY

Department of Computer Science

CSC-101
Introduction to Computer Science
Spring 2012

Instructor:
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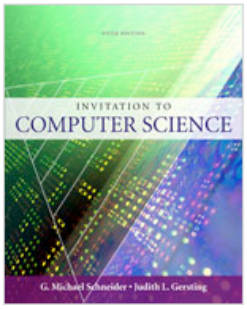

Textbook:
G. Michael Schneider and Judith L. Gersting, **Invitation to Computer Science, 5th Edition.** Course Technology - Cengage Learning, 2010, ISBN-13: 978-0-324-78859-4

Objectives:
To develop an understanding of the field of Computer Science. Topics include: problem solving, algorithms, computer architecture, systems organization and system software.

Grading Policy:

Exams:	35%
Quizzes:	10%
Homework:	10%
Programs/Lab:	25%
Final exam:	20%

Assignments: Expect to be busy with assignments—most of the time there will be an outstanding lab assignment so plan accordingly. You should consider the due date to be a **hard deadline**. All assignments must be typed and turned in as instructed. No emails will be accepted. If you believe that you have some extenuating circumstances talk to me early and as much in advance before a deadline as possible— last minute requests are strongly discouraged.

Quizzes: Weekly evaluations will be conducted. They will be un-announced, and can be given during the lecture or during the lab.

Cheating: Don't do it! If you get caught the consequences are very unpleasant. All submitted work must be **exclusively** your own and must have the following pledge written and signed:

"I have neither received nor given unauthorized aid on this assignment (test/homework/lab)."

Unsigned work will **not** be graded. Make sure you understand everything that you have submitted because you may be asked to explain it in case there are similarities that look less than accidental.

Cheating is (but not limited to):
• Copying, in whole or in part, the solutions of former students, current students, or any other human being, alive or dead. "Copying" includes transmission through email, the Web, smoke signals, or any other means.

• Obtaining solutions from the Internet or other archival sources.
- You are not allowed to even *look* at a solution.

Discussing assignments at a high level for clarification, discussing problems concerning the computing equipment, and studying in groups for examinations is not cheating, but every word you type for programming and written assignments must be your own!
If you have any questions about acceptable teamwork - ask.

Class participation: You are expected (and *strongly encouraged*) to attend and participate in all lectures, labs, web forums, blog and take notes as necessary. Experience shows that there is a strong correlation between regular class participation and good grades. Your attendance (physical presence) is not a formal requirement and, therefore:

- *If you miss* a class it is entirely *your* responsibility to find out about the covered material and catch up.
- *If you miss* a test due to a medical (or other) emergency be prepared to show some proof in order to get a make up**.**

Laptops: Laptops are not allowed in the classroom unless you have been instructed to bring them to class/lab.

Food: No food will be allowed in the classroom.

How to succeed in this class:
• Read the assigned topic from the book before and after the class. This is a requirement and your response to questions will affect your “Class participation” grade.
• Take advantage of the PDF slides to save effort in taking notes.
• Pay attention and participate in the class discussions. If you plan on snoozing in class you should consider taking rest in bed instead.
• Solve the problems after each covered chapter.
• If you don’t understand something get help **early**.
• Start work on assignments/homeworks/labs **early**.
• Come to office hours prepared with **specific** questions.
• Be honest with yourself and study at home—the university expects you to put in about **9 hours** of preparation per week for this class for a **C** grade.

Etiquette: Come to class on time—be considered to your fellow students. Coming late to class interrupts the lecture and distracts me and the students.

Special cases: If you have any special circumstances come and talk to me privately **this week**. If circumstances arise during the semester inform me ASAP.

Privacy: As a university policy, your grades and personal information are confidential – I will discuss them with you ***only*** in person (no email/phone inquiries).

TENTATIVE SCHEDULE

Week	Topics	Chapter Readings
1	An Introduction to Computer Science	Chapter 1
2	Algorithm Discovery and Design The Efficiency of Algorithms	Chapter 2 Chapter 3
3	The Building Blocks: Binary Numbers, Boolean Logic, and Gates	Chapter 4
4	Computer Systems Organization An Introduction to System Software and Virtual Machines	Chapter 5 Chapter 6
5	Computer Networks, the Internet, and the World Wide Web Information Security	Chapter 7 Chapter 8
6-7	Introduction to High-Level Language Programming Programming Module (online)	Chapter 9
8	The Tower of Babel	Chapter 10
9	Compilers and Language Translation	Chapter 11
10	Models of Computation Simulation and Modeling	Chapter 12 Chapter 13
11	Electronic Commerce and Databases	Chapter 14
12	Artificial Intelligence	Chapter 15
13	Computer Graphics and Entertainment	Chapter 16
14	Making Decisions about Computers, Information, and Society	Chapter 17