CSC 111 – Introduction to Computer Science
Fall 2011
Professor Burg

Syllabus

Professor: J. Burg
Office: 237 Manchester Hall
Phone: 758-4465
Email: burg@wfu.edu

Course URL: Course website on Sakai
Office hours: MWF 1:00-2:00, M 3:30-4:45, or by appointment

Textbook: No specific textbook is required. You will be able to use the online Flash/ActionScript help and tutorials. If you like to work with a hardcopy reference, you may want to find a "Flash CS4 with ActionScript" textbook. Make sure that you get one that covers ActionScript, not just the graphical aspects of Flash.

Grading:

Tests:	50% Tests will be weighted relative to each other according to how many items are on them. The points will be added, averaged, and converted to an overall percentage for this portion of the grade, which is in turn 50% of the final grade.
Programs:	50% Programs will be weighted relative to each other according to their difficulty. The points will be added, averaged, and converted to an overall percentage for this portion of the grade, which is in turn 50% of the final grade.

Grading Standards:

90-100%	A
80-89%	B
70-79%	C
60-69%	D
< 60%	F

Prerequisites:
none

Objectives:
Students will learn fundamental concepts of logical problem solving, algorithm development, and basic computer programming. Concepts covered with include

variables, types, expressions, assignments, conditional and iterative control structures, functions, parameter passing, structured data types, recursion, event-driven programming, object-oriented programming, and debugging. The programming environment will be Flash and the programming language will be ActionScript.

Outcomes:
Outcomes of the course include the following. Students will be able to

- Create algorithms for solving simple problems.
- Design, implement, test, and debug programs that use variables, assignment statements, conditional and iterative control structures, functions, parameter passing, structured data types.
- Understand the execution of a simple recursive program and be able to implement a recursive program.
- Explain the benefits of writing programs in the object-oriented paradigm.
- Write a program using objects and classes.
- Use a debugger to find bugs in a program.

Classroom Rules:
Students should not have their laptops open during class unless the instructor especially requests that they be used for a classroom exercise.

NOTE: If you have a disability that may require an accommodation in this course, then please contact the Learning Assistance Center at (758-5929) within the first two weeks of the semester.

Plan in Event of Extended Campus Closing

Please note the following plan to be followed in the event that the Wake Forest campus is closed for an extended period of time and we are unable to have our regularly-scheduled class meetings.

In normal circumstances, please contact me through my campus email address or campus telephone number.
campus email: burg@wfu.edu
campus telephone: 758-4465

In emergency situations or situations where the campus is closed, you may also use the following contacts:
alternate email: burgjj@gmail.com
cell phone number: (336) 407-3743

Your course information, including a schedule of assignments, will be posted at the Sakai website for the course.

If we are able to meet before the campus is closed, I'll give you an updated schedule at that time.

After leaving campus, you should consult the schedule website regularly for updates to the schedule.

Be sure to take your book, computer, and course notes home with you in the event that the campus is closed. We'll continue with tests and programming assignments, communicating through the internet, email, and/or hard mail.

Assignments that are of a manageable file size should be emailed to me at burg@wfu.edu, or, if you cannot reach that address, at burgjj@gmail.com. Larger assignments should be returned by hard mail on CD or flash memory drive to my home address, which I will send to you if necessary. I'll return the flash drive to you.

If the internet is down, I will mail your assignments to you in hard copy. By return address, you should mail back a CD or flash drive containing the source code for the implemented program. I'll return the flash drive to you.