

CSC 101 – Overview of Computer Science
Spring 2012
Professor Burg

Syllabus

Professor: J. Burg
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Phone: 758-4465
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Course URL: Course website on Sakai
Office hours: MWF 11:00-12:00 or by appointment

Textbook: *Invitation to Computer Science*, 5th ed., by G. Michael Schneider and Judith L. Gersting

Lab Manual: *Invitation to Computer Science Laboratory Manual*, 5th ed., by Kenneth Lambert and Thomas Whaley

Grading:

Tests and Quizzes:	60% 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 60% of the final grade.
Labs and Homework:	40% Labs and homeworks 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 40% 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 and algorithm development. They will gain knowledge of the topic areas studied within the field of computer science, including algorithm design and analysis, formal logic, computer system organization, the structure of the World Wide Web, levels of abstraction and models of computation in computing languages, modeling and simulation, artificial intelligence, and digital media.

Outcomes:

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

- Read and trace algorithms for solving simple problems.
- Create algorithms for solving simple problems.
- Solve with pencil and paper the kinds of logical and mathematical problems that are commonly encountered in computer programming (e.g., Euclid's algorithm for the greatest common divisor).
- Solve logical problems in Boolean or propositional logic.
- Write a simple program in a high level programming language.
- Create and add media to a web page.
- Understand how scripting languages like Javascript can be used to add dynamic content to a web page.
- Create and edit digital images.
- Create and edit digital sound.

Attendance policy: Class attendance is expected. Excessive absences may cause a lowering of your final grade if the final grade is borderline.

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 portable media to my home address, which I will send to you if necessary. I'll return the media to you if necessary (e.g., a flash drive).

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.