# CPS 110
# Introduction to Computer Science

**Fall Semester 2018**

## Sections G091 -- G671 – J095

**Instructor:** ***Mark S. Hall***
**Office:** **MTH *303***
**Lecture:** ***M-W-F 9:00 –9:50 am***
**Room:** **MTH *300 – MSF 465 -- and via P2P to High School(s)***
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**Office Hours*:*** ***See schedule or arranged via appointment***

## Course Description

Computer Science 110 (CPS 110) is a microcomputer literacy & programming course specifically designed for individuals with no prior computer experience. The course has two parts to it that correspond to the textbooks used in this course:

1. The primary topic covered in this class is ***learning the basics of programming***. These classes and assignments are designed to limber up the participants critical thinking skills, while giving the participant a basic knowledge of programming. This course was created so that the basics of programming constitute ***67%*** of the course.
2. The secondary topics covered include: history of computers, the design and configuration of computers, application software, operating software, networks, the Internet and the World Wide Web. This part of the course covers a lot of terms and basic definitions and these topics will constitute about 33% of the course.

Computer "literacy", or being able to use someone else's programs on a computer, is becoming more and more important every day. (In many disciplines, it has already become essential.) Computer programming, or writing your own programs, is becoming equally important in a number of disciplines, although it can take on many forms, including:

- Writing Visual Basic scripts for Excel or Word documents
- Writing VBScript or JavaScript for HTML documents, or writing Java "applets"
- Writing search/sort routines for database operations
- Writing more "traditional" programs using C, C++, or some other language

The intention of this course is to provide you with an introduction in how to design and implement good programs. I assume that you have no or little prior experience in programming, but you should have used computers before! Probably the easiest part of learning how to program is learning how to say something in a computer language in such a way that the computer will understand you. Believe it or not, it's actually harder to figure out what you want to say in the first place. In this course, we'll try to focus on solving problems by breaking them down into smaller and smaller sub-problems. By doing this, we learn how to think about the problems in a way that makes it easy to phrase our answer so that it's easy to write the program that implements it. Learning how to solve problems (and write programs) like this isn't something that most people pick up right away.

## Textbooks

***Discovering Computers 2011 (Complete Edition)***
**Shelly, Cashman, Vermaat**

ISBN-13: 9781439079263

**An *Introduction To Programming***
***Using Visual Basic 2012 (9th edition)***
**S**chneider
ISBN-10: 0-13- 337850-0
ISBN-13: 978-0-13-337850-4

**Grading & Point Assignments**

| | | | | |
|---|---|---|---|---|
| Participation | 5.0% | | | |
| D.C. My Web Practice Tests | 10.0% | End of Each Chapter (Online) | | |
| D.C. Checkpoint | 10.0% | End of Each Chapter (Online) | | |
| VB Homework and Labs | 15.0% | Chapter Homework and Programming Labs | | |
| VL & VB Programming | 25.0% | Approximately 10 | | |
| Exam 1 | 10.0% | VB.NET Chapters 1-3 | Visual Logic | DC Chapters 13,1-3 |
| Exam 2 | 10.0% | VB.NET Chapters 3-4-5 | Visual Logic | DC Chapters 4-7 |
| Final Exam | 15.0% | VB.NET Chapters 6-7 | Visual Logic | DC Chapters 8-9, 11, 15 |
| DC Extra Credit | | | | DC Chapters 10, 12, 14 EC |
| Total Possible | 100.00% | | | |

| Grade | % |
|---|---|
| A | 92 |
| A- | 89 |
| B+ | 87 |
| B | 82 |
| B- | 79 |
| C+ | 77 |
| C | 72 |
| C- | 69 |
| D+ | 67 |
| D | 62 |
| D- | 59 |
| F | 0 |

The instructor reserves the right to give scheduled or unscheduled quizzes over material from lecture, assignments and textbooks. Exams will test material presented in lectures and the textbooks. Quizzes are also attendance markers; therefore, there are no make-ups for quizzes without a valid excuse.

**Instructor Schedule Fall 2018**

## Fall 2018 Schedule

| | Monday | Tuesday | Wednesday | Thursday | Friday |
|---|---|---|---|---|---|
| 8:00<br>8:50 | | | | | |
| 9:00<br>9:10<br>9:50 | CPS 110 P2P<br>9-9:50 am<br>MTH/MSF | CPS 255 DE<br>9:10 - 10:25 am | CPS 110 P2P<br>9-9:50 am<br>MTH/MSF | CPS 255 DE<br>9:10 - 10:25 am | CPS 110 P2P<br>9-9:50 am<br>MTH/MSF |
| 10:00<br>10:25<br>10:50 | | | | | |
| 11:00<br>11:50 | | CPS 130 DE<br>11-11:50 am | | CPS 130 DE<br>11-11:50 am | |
| 12:00<br>12:15<br>13:15 | | Common<br>Hour | | Common<br>Hour | |
| 14:30<br>15:45 | | CPS 260 DE<br>2:30-3:45 pm | | CPS 260 DE<br>2:30-3:45 pm | |

**Programming Policy**

## This course emphasizes programming in Visual Basic .NET language.

Programming assignments comprise only 30% of a grade, however, programming techniques and Visual Basic language syntax will be tested on the exams. You can expect that ***"programming" activities will be approximately 67% of your grade."*** It is expected that programming assignments be done on an individual basis. If there is "group work", then the total points available for the assignment will be divided by the group size and that will be the score for each individual. That does not mean that students cannot ask other students for help. Each student must be actively working that assignment and NOT JUST copying the program and changing the name of the programmer. You can ask another student or instructor questions on how to do the assignment or help in debugging the program. We will also spend time programming as a group during class times.

**Course Expectations**

You are expected to read each assigned chapter prior to the lecture and turn them in by the deadline. Late is defined to be the start of the class the assignment is due. Late assignments are automatically reduced by 5 points regardless of the total number of points of the assignment. After 24 hours, there will be a 25% penalty. **No assignment will be accepted if the assignment has already been code inspected in class, graded and returned to the class.** Plan to spend approximately eight to ten hours each week working assignments and six to ten hours programming each week.

Disorganized assignments (pages out of order, mislabeled, unreadable, etc.) will receive a grade of zero. If multiple sheets are to be handed in, then sequence them according to the order you were told to print them in the exercise and bind them with a staple. All assignments should be neat and readable. You are expected to use a computer to do your assignments when possible. ***The classroom has computers available for each student. Students are requested to refrain from surfing the Internet during the classes. It is okay to take notes on the computer or program using Visual Basic if we are programming as a class. However, the programming done should be what is being discussed during the class, and not programming assignments. If the problem persists, the instructor reserves the right to ask all students to power off their monitors.***

**Discovering Computers (DC) Chapter Practice Tests & Checkpoints**

These assignments are all from the textbook and are offered as hardcopy assignments via D2L. See D2L News for DC due dates.

**Assessment**
No assessment is currently planned for this semester.

**College-wide proficiencies assigned to the course**:

- ✓ Analyze, synthesize, evaluate and interpret information and ideas.
- ✓ Select and apply scientific and other appropriate methodologies.
- ✓ Solve quantitative and mathematical problems.
- ✓ Integrate knowledge and experience to arrive at creative solutions.
- ✓ Evaluate situations of social responsibility.
- ✓ Read and listen with comprehension and critical perception.
- ✓ Develop a large and varied vocabulary.
- ✓ Gather information from printed sources, electronic sources, and observation.
- ✓ Use computer technologies for communication and problem solving.
- ✓ Learn independently, stimulating and satisfying intellectual curiosity.

**Examination Policy**

No make-up exams will be allowed without ***prior*** arrangements being made. Make-up exams must be taken when scheduled. In the past, all students have elected to take the exams outside of the classroom. That option will be discussed in class. **No quiz make-ups are allowed without formal documentation of the reason the student was absent.** Since attendance is not taken, quizzes act as attendance markers.

*Preparing for Examinations:* Attend lectures, do the assignments and read the chapters. 100% of the questions are taken directly from the reading and lecture material.

*In Case You Are Late or Absent:* It is your responsibility to get the course notes, handouts, and laboratory assignments should you miss class or be late.

**Appeals Policy**

To appeal a grade, send an email to your instructor's email address within two weeks of the grade having been received. Overdue appeals will not be considered.

**Student Conduct In Class Policy**

Any acts of classroom disruption that go beyond the normal rights of students to question and discuss with instructors the educational process relative to subject content will not be tolerated, in accordance with the Academic Code of Conduct described in the Student Handbook.

**Children In Class Policy**

Only in extreme cases are children allowed in classroom or laboratory facilities, and then only with approval of the instructor prior to class.

**Electronic Devices In Class Policy**

Cellular phones, pagers, CD players, radios, and similar devices are prohibited in the classroom and laboratory facilities. Calculators and computers are prohibited during examinations and quizzes, unless specified. Reasonable laptop-size computers may be used in lecture for the purpose of taking notes.

**Incomplete Policy**

Students will not be given an incomplete grade in the course without sound reason and documented evidence as described in the Student Handbook. In any case, for a student to receive an incomplete, he or she must be passing and must have completed a significant portion of the course.

**Cheating Policy**

Students are expected to uphold the school's standard of conduct relating to academic honesty. Students assume full responsibility for the content and integrity of the academic work they submit. The guiding principle of academic integrity shall be that a student's submitted work; examinations, reports, and projects must be that of the student's own work.

**Disabilities Policy**

In compliance with the Americans with Disabilities Act (ADA), all qualified students enrolled in this course are entitled to "reasonable accommodations." Please notify the instructor during the first week of class of any accommodations needed for the course.

# *Welcome to the class!*