SYLLABUS

COURSE: CS115 – Introduction to Computer Programming

COURSE INFORMATION

Summer Quarter, 2015

Credits: 5

Section A:	**Lecture:**	**10:30 am – 12:05 pm, Monday, Tuesday, Wednesday**
	Lab:	**10:30 am – 12:45 pm, Thursday**
Section B:	**Lecture:**	**1:30 pm – 3:05 pm, Monday, Tuesday, Wednesday**
	Lab:	**1:30 pm – 3:45 pm, Thursday**

Course Title: CS115 – Introduction to Computer Programming

Course Description: An introductory course in programming using VB.NET. No previous programming experience is expected. Topics include designing, creating and debugging interactive, event-driven programs with a graphical user interface and developing problem-solving skills (was CMPSC 115).

Prerequisites: MATH 090, MATH 095, or CIS 114 with a grade of 2.0 or higher, placement above MATH 095, or instructor permission..

INSTRUCTOR INFORMATION

Instructor Name: Penny Russell.

Office Hours:

Office Location: No office. Able to meet in computer labs by request.

Best Way to Reach You: email through Canvas. I will always see these emails.

Telephone:

Email: penny.russell@edcc.edu. I check this account regularly, but I occasionally miss these emails.

COURSE MATERIALS

Textbook: REQUIRED:

"**Starting Out with Visual Basic 2012" Sixth Edition**
by Tony Gaddis, Kip Irvine Pearson
ISBN-13: **9780133128086**
ISBN: **0133128083**
Edition: 6
List Price: $109.80 - $146.40

Textbook digital rental: 180 days
ISBN-13: **9780133128086**
ISBN: **0133128083**
publisher's price: **$?**

Materials: USB thumb drive or other offline storage (optional), notebook. Access to a computer with Visual Studio.Net 2012

Computer Resources: Computers are available in a wide variety of locations across campus. The campus also has a wireless network available for students. See www.edcc.edu/acs/facilities.html for a complete list of locations and resources, and see START at www.edcc.edu/online/start for student technical assistance.

LEARNING OBJECTIVES

Course-Learning-Objectives:
Upon successful completion of the course, students will be able to:

Use correct syntax and structure of the Visual Basic language.

Design an appropriate User Interface for a simple Visual Basic application.

Analyze problems typical of the business, scientific or home environment and to formulate solutions in quantitative terms capable of computer solution.

Design algorithms typically used in computer programming.

Lay out a flow chart for a typical algorithm.

Utilize sequence, selection and iteration constructs in the design of solutions.

Design, code, correct, test and execute a Visual Basic program.

Certificate and Degree (Program Level) Outcomes:

Computer Science - Computer Game Development Certificate

Computer Science - Windows/C++ Specialization Certificate

Computer Science - .NET Developer Certificate of Completion

College Wide Abilities:

Communicate findings or results of analytic, quantitative, and creative models and processes

Work effectively in face-to-face and online group settings

Use appropriate tools, techniques, and technology to communicate effectively Demonstrate professional and academic integrity, responsibility, and ethics necessary for success

Work together toward a common end or purpose and explore differences

Demonstrate skills and knowledge associated with the responsible stewardship and sustainability of communities and systems

Apply appropriate tools, techniques, and technology to facilitate sustainable practices

Locate, acquire, evaluate, and apply information in response to an identified need or problem

Analyze data by reshaping it as a quantitative model or other analytic framework in order to deepen understanding of information and to solve problems

Use appropriate tools, techniques, and technology to solve problems

COURSE MODE

Classroom - Canvas will be used for the calendar, assignments, communication, grades, and other information. Assignments and tests will be submitted electronically.

ASSIGNMENTS AND GRADING

Assessment Criteria and Grading Policies.

Grading is based on the following table. Different weights are attached to tests, quizzes, programming assignments, and participation.

Activity	How many	Points	Total
ProgrammingAssignments	4-5	Varies – 60 - 100	30%
Exercises	15-20	10	20%
Quizzes	4-5	25	15%
Midterm test	1	125	12.5%
Final	1	125	12.5%
Participation/Attendance	N/A	100	10%
Total			**100%**

Grading Scale:

Percentage	GPA
90 – 100%	4.0
80 - 89%	3.0 – 3.9
70 - 79%	2.0 – 2.9
60 – 69%	1.0 – 1.9
0 - 59%	0.0

- **Programming assignments**: will be given to you in more detail as they come up. In general, though, each program should contain a structured plan (this will be discussed) and full documentation. Programs are not merely a collection of code, but a well thought-out and executed sequence. You must also decide what a sufficient testing of the code should be, and do so. Programs are worth 60 to 90 points each. Assignments must be turned in by due date.

- **Exercises**: Two or three 10-point exercises will be assigned each week.. They will be due on the same day or at the next class session depending on the complexity. The exercises will be less complex than assignments and will not include the structured plan and documentation required for programming assignments.

- **Quizzes:** Cannot be made up. Quizzes will usually consist of 4 online questions and a written program. There will be a 4 quizzes plus an optional makeup quiz.

- **Midterm and Final:** will require critical thinking skills beyond memorization. You must know the material well enough to think about its consequences, and you must act on your own abilities, as well as those of the author of the book.

- **Participation/Attendance:** will include attendance (roll will be taken every day), being prepared for and actively involved in class discussions, in-class work and group work, as well as class presentations.

Attendance Policy:

- **Attendance Policy**:
    - o Students are expected to attend all class meetings. Students who arrive late or depart class early, without the teacher's consent, will be counted as tardy. If you must miss class, please e-mail instructor. Your excuse will be considered in Participation/Attendance points.

    - o Students who do not attend at least 60% of the class meeting time in the first week will be dropped from the class and are eligible for a 100% refund (if tuition was charged to the student) and those who have not attended at least 60% of the class meetings by the end of the second week may be dropped with only a 50% refund being issued (again, if the student paid tuition). Students in the EdCAP program are not eligible for refunds. According to EdCC policy, it is the responsibility of the student) to drop classes they stop attending (not the instructor). If you decide that you cannot meet the class policies and expectations, please drop the class immediately and meet with an advisor to select a different one.
    - o Drop forms are available in MUK 304, Enrollment Services and on the college web site .

Make-up or late work:

Except for extreme emergencies, missed tests may not be made up without prior approval and sufficient cause.

For assignments, 5 points will be deducted for each week that the assignment is overdue. For exercises, 1 point will be deducted for each week after due date.

Policy on V and I Grades (if applicable). These can be found in the online college catalog (http://catalog.edcc.edu) on the Academic Requirements page, under Student Grades.

Policy on S, U, and N Grades (if applicable). These can be found in the online college catalog (http://catalog.edcc.edu) on the Academic Requirements page, under Student Grades.

Plagiarism

- All tests and quizzes must be taken independently. Programs should be substantially the work of the individual student. Student may get help or work in groups on small, particularly difficult problems, but major algorithms *(other than those derived in class or in the book)* and code **may not be shared**. Code may not be downloaded from the internet. Violation of these rules may result in a failing grade on the assignment or dismissal from the class with a grade of **0.0***. Do not*

send code to another student electronically – these rules apply to both students – the one sending and the one receiving the code.

Ethics are as important, or more so, than any other part of the programming profession. Always let your conscience be your guide.

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FINAL EXAM AND LAST MEETING OF CLASS

Last day of class will be: August 21

Final Exam will be as indicated at the following link:
http://edcc.edu/calendar/exams/spring.html

SERVICES FOR STUDENTS WITH DISABILITIES

If you require an accommodation for a disability, please contact Services for Students with Disabilities at MLT 159, 425-640-1320 or ssdmail@edcc.edu.

COURSE EXPECTATIONS

Requirements for assignments and exercises will be explained in detail during the first few classes. The requirements will include documentation, specific files, and inclusion of certain elements. Meeting these requirements, submitting assignments on time, and mastering the concepts taught in class will ensure success in the class.

STUDENT RESOURCES

Useful Student Resources: www.edcc.edu/students
Academic Calendar: www.edcc.edu/calendar/academic.html
Advising: www.edcc.edu/advising
Center for Student Engagement and Leadership: www.edcc.edu/csel
College Policies and Procedures: http://catalog.edcc.edu
Counseling and Resource Center: www.edcc.edu/counseling
Diversity Student Center: www.edcc.edu/dsc
eLearning Information: www.edcc.edu/elearning
Enrollment Services: www.edcc.edu/es
Library, including online resources: www.edcc.edu/library
Services for Students with Disabilities: www.edcc.edu/ssd
Student Printing Information: www.edcc.edu/acs/printing
Student Support Resources: www.edcc.edu/support
TRIO: www.edcc.edu/trio

Emergency Preparedness

The Triton Alert System information is here: www.edcc.edu/alert/triton. This System will be used to send notifications regarding campus closures, emergency situations, or evacuation orders in the event of an emergency or inclement weather. Edmonds CC students and employees are automatically enrolled to receive Triton Alerts through their college email addresses. Sign up to receive text and voice messages on your mobile or home phones and/or additional email notifications to personal email addresses.
Include your plan for communication in the event of inclement weather or similar event.

Important Dates:

www.edcc.edu/calendar/academic.html.

Last day to drop a class with 100% refund - last day to drop online: July 8

Last day to register or add a class : July 14

Last day to drop a class without a transcript entry: July 14

Last day to drop a class with 50% refund : July 20

Final exam: August 21

 Section A: 11:30 am – 1:20 pm

 Section B: 3:30 pm – 5:20 pm

Course Calendars: On Canvas