AUGUSTA UNIVERSITY
SCHOOL OF COMPUTER
AND CYBER SCIENCES

Augusta University
School of Computer and Cyber Sciences
Spring 2019

Introduction to Computers and Programming
CSCI 1200B

Instructor:	Neea Rusch
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Office Hours
Mondays and Wednesdays, after class
Other days and times by appointment

Course Dates:	January 7 – May 9, 2019
Final Exam Date:	May 9, 2019 (Thursday, 5:00 – 7:00 pm)

Lecture:	University Hall (UH) 162	
	Mondays	5:30 – 6:20 pm
	Wednesdays	5:30 – 6:20 pm
Lab:	University Hall (UH) 162	
	Mondays	6:30 – 7:20 pm
	Wednesdays	6:30 – 7:20 pm

Learning Outcomes

By the end of this course, students will be able to solve computer programming challenges using correct, well-structured programs written in the Python programming language. Students will have a basic knowledge of and experience with variables, simple data types, lists, dictionaries, iteration and selection structures, functions, classes, and file operations. The student will develop computational thinking skills and practices.

Course Description

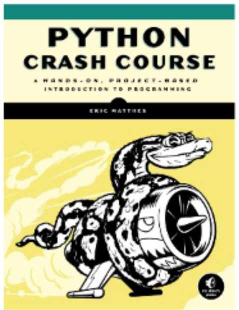
CSCI 1200 – This course emphasizes analytical thinking and teaches problem solving through an introduction to basic programming structures. It covers design of well-structured algorithms using appropriate logic structures with simple data types and data structures.
(Source: Augusta University 2018 – 2019 Course Catalog)

Format and Procedures
This course consists of lectures and lab periods. Lab exercises and a programming project will augment and reinforce the lectures.

Teaching Philosophy
CSCI 1200 is a three (3) credit hour course to introduce students to computers and computer programming using the Python programming language. I assume no previous programming experience. The lab exercises allow the students to learn and practice programming skills and techniques at the keyboard. In lectures and lab exercises, I will emphasize understanding 'why', not just 'how'.

Course Requirements
- Class Attendance. Class attendance is a significant indicator of course success. I expect you to be in class. I recognize the need to miss classes due to unforeseen circumstances.
- Class Participation. The next key indicator of course success is to pay attention and participate. My primary indicator of your participation is eye contact.
- Reading. Our required textbook is:

> Matthes, *Python Crash Course*, © 2016; No Starch Press;
> ISBN-10: 1-59327-603-6
> ISBN-13: 978-1-59327-603-4



This textbook is available at the JagStore and online in including via Safari Books Online (https://www.safaribooksonline.com).
- Assignments. Lab exercises and the end-of-course programming project afford you the opportunity to apply the skills and techniques we discuss in lecture. I encourage discussions of concept and design. Write your own code. To do otherwise is to plagiarize.

Grading
This course consists of eleven (11) pre-chapter quizzes, twenty (20) lab exercises, five (5) exams and one (1) final exam.
- **Pre-Lecture Chapter Quizzes**. I write pre-chapter quizzes to test your high-level understanding of chapter concepts and topics. You will take pre-chapter quizzes via D2L prior to that chapter's first lecture period.

- **Lab Exercises**. I design lab exercise to allow you to practice the programming techniques and structures we discuss in lecture. I expect you to attend lab periods each week to complete the lab exercises. I will grade your lab exercises on the spot during the lab periods. I will not consider lab exercises emailed or submitted on D2L.
- **Project Qapla'**. A capstone-like end-of-course project to allow you to apply the tools and skills you learn throughout the course. The last two weeks of the course, lecture and lab periods, will be dedicated to Project Qapla'.
- **Exams.** Exams assess your understanding of the topics covered in the course. The exams will include multiple-choice, true-false and short-answer questions. You will take your exams on Brightspace/D2L.
- **Final Exam**. The Final Exam is cumulative and assesses your understanding of the topics covered in the course. The Final Exam will include multiple-choice, true-false and short-answer questions.

These graded components are weighted in the following manner:

Pre-Lecture Chapter Quizzes (11)	10%
Lab Exercises (20)	15%
Project Qapla'	15%
Exams (5)	40%
Final Exam (1)	20%
Total	100%

Letter Grade Methodology
A – 90% and above
B – 80 – 89%
C – 70 – 79%
D – 60 – 69%
F – Below 60%

Lab Exercise Submission
I expect you to complete lab exercises during the lab periods. I will assess/grade your lab exercises in the lab room during the lab period (only). I will accept late lab exercises up to one week after the due date with a 10% late penalty. I will not accept late lab exercises more than one week after the due date, the resulting grade will be a zero (0).

Project Qapla' Submission
Project Qapla' must be submitted via D2L, or as described in the assignment instructions, by the due date. I will accept late submissions within the following timelines and with the following late penalties:
- 10% penalty if submitted within 24 hours of the due date,
- 20% penalty if submitted between 24 and 48 hours after the due date.
- I will not accept a submission that is more than two (2) days week late. The resulting grade will be a zero (0) for Project Qapla'.

Exam Absence
Exam absences must be coordinated with me prior to the exam. Under certain circumstances and with prior permission, I may grant you permission to count your Final Exam grade as a missed exam grade. Note that this allowance is available only with my prior permission and is only available to replace one missed exam. Unexcused missed exams will result in a grade of zero (0).

Final Exam Absence
Absence from the Final Exam without prior coordination with me, or a valid emergency, will result in a grade of zero (0) on the Final Exam.

Course Withdrawals
Course withdrawals prior to midterm will result in a 'W'. Course withdrawals after midterm will normally result in a 'WF'. It is your responsibility to initiate a course withdrawal.

Academic Integrity
Write your own code! Programming is normally a team sport. Good programmers work well with others and as part of teams.

I encourage you to study together and to discuss information and concepts with other students. This permissible cooperation must never involve one student having possession of a copy of all or part of work done by someone else, in the form of an email, email attached file, flash drive, hard copy, passed via spoken word or other form.

I may check your assignments via TurnItIn, a tool that compares text to Internet and other sources in its repository. TurnItIn produces an Originality Report that indicates the amount of original text in your work and identifies plagiarism.

***** Students will receive a score of zero (0) on plagiarized assignments. *****

Academic Accommodations
- Augusta University will make reasonable academic accommodations for students with documented disabilities. Students should contact Testing and Disability Services (Galloway Hall; 706.737.1469; www.augusta.edu/tds/) as soon as possible for more information and/or to initiate the process for accessing academic accommodations.
- If you are registered with Testing and Disability Services, and have not already done so, please see me as soon as possible to discuss your accommodations and how I may be of assistance to you throughout the course.

Course Recommendations
- Access to a modern computer or laptop is recommended, especially if you chose to work on Project Qapla' outside the lab.
- A file hosting capability (Box, DropBox, iCloud, Google Drive, etc.) is highly recommended for transferring and storing files.

Software Requirements

- We will use **Python 3** in this course. You can download and install Python 3 on your own machines (at no cost) at www.python.org.
- We will also use **Geany**, a lightweight Graphical User Interface (GUI) text editor for our Python programming. Geany is loaded on our University Hall 162 lab machines, as well as in AH N126 and AH N344 lab machines. You can download and install Geany on your own machines at no cost at www.geany.org.
- **Pygame** is required for Project Qapla'. Pygame is a cross-platform set of Python modules designed for writing video games. Pygame is loaded on our University Hall 162 lab machines, as well as in AH N126 and AH N344 lab machines. You can download and install Pygame on your own machines (at no cost) at www.pygame.org.

Resources

- Reese Library Cyber Resource Center (http://guides.augusta.edu/friendly.php?s=cyber). A great source for cyber resources available to the public and Augusta University students, faculty and staff. Available resources include subscription-based, on-line CD journals, books and other publications.

Keys to CSCI 1200 Success

- Think
- Read
- Do the pre-chapter quizzes
- Attend class
- Pay attention in class
- Participate in class
- Do the lab exercises
- Do Project Qapla'
- See me (early) if having issues