

# Principles of Computer Programming I – CSCI 1301

Spring 2021

*Last update: January 11, 2021*

**Information in this syllabus is subject to change.**

**Lecture time:** Tuesday and Thursday 10am - 11:15am Allgood Hall E-365.

**Lab time:** Tuesday and Thursday 11:30am - 12:20pm Allgood Hall E-365.

**Office hours:** Tuesday 1:30pm – 2:30pm, Wednesday 4pm – 5pm University Hall 101 or by appointment.

**Co-Instructor:** Neea Rusch, [nrusch@augusta.edu](mailto:nrusch@augusta.edu)

**UCA:** Daniel Drayton-Martin, [ddraytonmartin@augusta.edu](mailto:ddraytonmartin@augusta.edu);  
Sydney Strong (temporarily), [sstrong@augusta.edu](mailto:sstrong@augusta.edu)

**Programming Friday Morning (PFM) Labs:** Fridays 10am-12pm in University Hall 124.

**Optional** lab for students taking introductory SCCS courses. Professor Tony Lawrence, Professor Steve Weldon, and available UCAs will assist students during these labs as needed.

As this is a hybrid learning semester, all lectures will also be on Microsoft Teams. Currently, due to occupancy restrictions, students with last names beginning with A-K may attend the lecture and lab in-person on Tuesdays while students with last names beginning with L-Z may attend in-person on Thursdays. If you cannot attend the lecture/lab physically for any reason, you are welcome to attend in Teams. If there is a quiz or exam you will need to attend class in person, but I will always give advance notice. Quizzes and exams will be held both on Tuesdays and Thursdays (with different questions), as the capacity restrictions still stand.

We will enforce the University's regulations on social distancing and face covering.

Materials for labs and lectures will **always** be made available online via D2L or other systems.

While attendance is not mandatory it is strongly encouraged. Labs and homework will be evaluated to the same standards as tests, quizzes, and projects but grades will not be recorded.

Tests, quizzes, and the final exam will take place in-person during class time with results posted on D2L.

Projects are to be completed at home, individually, without the direct help of the teaching assistant or other students.

As this is a computer-oriented course, students are expected to either have access to their own computers with internet access and the ability to install software such as Visual Studio, or access to one of the computer labs.

If you require a room to attend class via Teams, there are a number of options available:

- The University Hall (UH) lounges on the 2nd and 3rd floor,
- The Academic Success Center UH156, including UH157 and UH160,
- The Butler room in the Jaguar Student Activities Center (JSAC) from 10am to 3pm

**Textbook (optional):**

<https://learning.oreilly.com/library/view/visual-c-how/9780134628820/> for Augusta University students, once you've created an account on <https://www.oreilly.com/> with your @augusta.edu email address.

*Visual C# How to Program* (6th Edition) by Paul J. Deitel and Harvey Deitel, Pearson, 2016, ISBN-10: 0134601548

This book can be purchased through [JagStore](#), select

- JAGSTORE - 2020 FALL-AUGUSTA UNIVERSITY
- CSCI-CSCI
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If you were to pick the 5th Edition, be aware of that the 6th edition takes into account the [recent 6<sup>th</sup> specification of C#](#). As a consequence, it uses [string interpolation](#) instead of comma-separated list, it simplifies the use of the [ToString](#) method, and that it uses a different method to convert String to Integers.

**Online Resources:**

- [Code examples from the textbook](#)
- [Dr. Michael Dowell](#)—who teaches [CSCI 1302—Principles of Computer Programming II](#)—lists [some interesting resources for C#](#).
- [Reese Library's Cyber Resource Center](#)
- You can compile really simple C# projects online at [tutorialspoint.com/compile\\_csharp\\_online.php](http://tutorialspoint.com/compile_csharp_online.php) or

[repl.it](http://repl.it).

- All the shortcuts for all the versions of Visual Studio are listed at <http://visualstudioshortcuts.com/>.

**Course description:** A rigorous study of the principles of computer programming with emphasis on problem solving methods which result in correct, well-structured programs. Other topics include an introduction to data representation, data types and control structures, functions, and structured data types.

**Students who successfully complete this course should:**

1. Perform standard program Input and program Output using the keyboard and the monitor.
2. Declare and use user-defined variables, and constants using the appropriate data types.
3. Declare, define, and call user-defined functions.
4. Write and evaluate expressions using arithmetic, relational and logical operators.
5. Control the flow of program execution using the appropriate sequential, selection, and repetition statements.
6. Define, create and manipulate arrays.
7. Process lists of values – defining, creating, and traversing.
8. Understand and implement classes and objects.

**Grades:**

1. Homework is ungraded, but quizzes with questions taken or inspired from those assignments will be given. Those quizzes are closed book and timed ( $\pm 10$  min.). **[3 Quizzes, 10% total]**
2. Projects are to be completed at home. Students may submit their work as many times as they want before the dead-line, and get feedback from their instructor, Dr. DeFrancisco. **[2 Projects, 10% total]**
3. There will be in-class exams, held during the regular class periods. **[2 Exams, 40% total]**
4. The final exam will take place during the exam period. **[40%]**

Letter grades are earned according to this scale:

**A [90-100];**

**B [80-89]**

**C [70-79]**

**D [65-69]**

## **F [Below 65]**

### Course Requirements:

- Attendance is not mandatory. However, if you come to class, come on time, and stay until the end of the lecture: late arrival and early departure disturb the learning experience for everyone.
- You are responsible for all course material, whether or not you attend lectures or do the assigned reading or coursework.
- It is the student's responsibility to initiate a withdrawal before midterm, but I reserve the right to withdraw a student that missed too many meetings, or is performing poorly, after being given two chances to explain themselves.
- A student not withdrawn from a course who stops attending class (or who never attends class) is subject to receiving a grade of **WF** or **F**.
- All coursework is individual coursework.
- Any student missing the final exam without a documented excuse (brought to our undergraduate study director Anthony Lawrence or to the dean of Student Life) or who has not taken action to withdraw will receive a grade of **F**. In case of a documented emergency at the time of the final, the student may be allowed to receive a grade of **I**.
- No make-up quizzes or exams will be allowed. In case of a documented excuse (cf. previous item), the instructor may offer to place the weight of the missed exam or quiz onto the final's weight.