CS 161: Introduction to Computer Science
Course Syllabus – Spring 2015

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Office Hours: Open, or by appointment

Meeting Times: MWF 11:00-11:50 in TH 409 and Th 14:00-15:50 in TH 409
Course Page: http://cs.pugetsound.edu/~dchiu/CS161
Moodle: http://moodle.pugetsound.edu

1 Course Information

This course is an introduction to computer science and programming. The programming language Java is used to illustrate concepts in computer science. The course emphasizes the use of the computer as a problem-solving tool and the development of good programming style. CS 161 is the introductory course for students planning to major or minor in computer science. A weekly laboratory is required.

Prerequisites

Three years of high-school mathematics, MATH 110 Pre-Calculus, or equivalent.

Textbook

• Cay Horstmann. Java Concepts: Early Objects. 7th Ed. (Required)
• David Barnes and Michael Kolling. Objects First with Java: A Practical Introduction Using BlueJ. 5th Ed. (Supplemental)

Course Topics

• Elementary arithmetic and string manipulation.
• Conditional logic.
• Loops.
• Methods / Functions.
• Debugging and programming practices.
• Arrays and basic data structures.
• Object-oriented programming.
2 Grading

Students will be evaluated on their performance on programming assignments, labs, and exams.

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<thead>
<tr>
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<th>% Weight</th>
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<tbody>
<tr>
<td>Lab Assignments</td>
<td>15</td>
</tr>
<tr>
<td>Programming Assignments</td>
<td>30</td>
</tr>
<tr>
<td>Midterms (×2)</td>
<td>35</td>
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<td>Final Exam</td>
<td>20</td>
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Table 1: Breakdown of Grades

Assignments

- **Lab Assignments (Paired)** – You will pair up with another student and switch roles throughout the lab. Lab assignments are downloadable from the class page and are always due the Friday after lab at 23:59, unless stated otherwise. Labs are graded on a 10 point scale. There will be no extensions for labs. Each working day late incurs a 20% penalty

- **Programming Assignment (Work Alone)** – Programming assignments typically involve much more programming and integration than labs, and are therefore worth substantially more. They are usually due a week or two from the assigned date on Moodle. A description on how the work was split between the students must be provided in the README. Assignments are graded on a 100 point scale. You will work alone on all programming assignments. Collaboration among students is encouraged for problem interpretation, brainstorming, etc., but in general, I expect every student to submit their own work. **That is, do not share code!**. There will be no extensions for assignments. Each working day late incurs a 20% penalty

Exams

There will be two midterms and a final exam, which are all cumulative. They will cover material discussed in lectures, labs, and assignments. You are allowed a calculator and a half page of notes (front and back) on all exams.

Discretionary Points

If your final grade is borderline, discretionary points may be given to boost your score. These depend on a variety of things, including:

- Class and lab attendance and participation
- Turning in all assignments on time
- Refraining from activities that can disrupt others, *e.g.*, texting, playing games on your laptop, etc.

3 Course Policies

Class Disruptions

I understand the student’s need to have their phone on them to answer the occasional important call. I do ask that you please have your phones on vibrate and take the call outside the classroom out of respect for your fellow students. For each disruption-free period, I will reward you with bonus problems on the exams.
Academic Integrity

You should be aware of the *Student Integrity Code* at the university. Any suspected cheating (*e.g.*, plagiarizing code, copying homework solutions, etc.) will be reported to the Registrar, which may result in possible suspension/expulsion. See this link for more info:


Student Accessibility and Accommodation

If you have a physical, psychological, medical or learning disability that may impact your course work, please contact Peggy Perno, Director of the Office of Accessibility and Accommodation, 105 Howarth, 253.879.3395. She will determine with you what accommodations are necessary and appropriate. All information and documentation is confidential.

Classroom Emergency Response Guidance

Please review university emergency preparedness and response procedures posted at . There is a link on the university home page. Familiarize yourself with hall exit doors and the designated gathering area for your class and laboratory buildings.

If building evacuation becomes necessary (*e.g.* earthquake), meet your instructor at the designated gathering area so she/he can account for your presence. Then wait for further instructions. Do not return to the building or classroom until advised by a university emergency response representative.

If confronted by an act of violence, be prepared to make quick decisions to protect your safety. Flee the area by running away from the source of danger if you can safely do so. If this is not possible, shelter in place by securing classroom or lab doors and windows, closing blinds, and turning off room lights. Lie on the floor out of sight and away from windows and doors. Place cell phones or pagers on vibrate so that you can receive messages quietly. Wait for further instructions.