Summer Online CSCI 1151 - Computer Programming I - Syllabus

Course Information

Location: Zoom Meeting (See the link on Moodle Page)
Textbook: Malik, D. S., Java Programming : From Problem Analysis to Program Design, fifth edition
Zoom Group Meetings: Tuesday 11:00 am - 12:00 am, Wednesday 9:00am -11:00am Eastern Time
Software: jGRASP, Discord, Zoom (all free)

Instructor

Jia Wan
Email: jwan@randolphcollege.edu
Virtual Office Hours: Zoom Meeting
Office Hours: TBA or by appointment

Goals of the Course

This course serves as an introduction to the field of computer science. By studying this course, you will

- understand basic computer elements in the hardware layer and software layer and how these elements interact

- gain knowledge of the ethical, moral, and legal issues associated with applications in programming and computer science

- understand basic computer programming concepts and techniques as they appear in Java

- understand the relationship between software design and implementation

- be literate about concepts and techniques of computer programming

- be prepared for entry into further computer programming courses.

Zoom Group Meetings
The group meetings three times a week (two hours each time) are for practice purpose and it is also my chance to answer your questions regarding course material, homework problems and exam preparation. Attendance to all three meetings each week are recommended. Attendance to at least one of the meetings each week is mandatory.

Homework

Homework sets are posted on Moodle for each week and will be graded within 24 hours within the deadline. The HW should be typed as a Word document with java files for programming problems and submitted on Moodle (as in .pdf and .java). A standard template of the HW file with specific requirements can be found on Moodle. No late homework is accepted or excused. Homework assignments worth 100 points in total. You may collaborate on the programming problems but copying each other's solution is prohibited.

Tutoring

Tutoring is available for this class via Randolph Portal. Please contact the tutor in advance to schedule a meeting. Group discussion meetings with or without a tutor are also strongly encouraged. Posting on the course's Discord channel is also welcome and convenient according to previous students.

Exams

There will be two tests and a cumulative final exam, each worth 100 points. Each will be distributed on Moodle and required to be submitted on Moodle in the .pdf format. An instruction of how to convert a handwritten work to a pdf file can be found on Moodle. Please note that students won't be given access to computers for any aid other than downloading and submitting the tests.

Tentative Schedule

Week of	Material
Week 1	Overview of Computers and Programming Languages, Basics of Java
Week 2	Basic Elements of Java, Test 1
Week 3	Introduction to Objects and Input/Output, Graphical User Interface
Week 4	Control Structures: Selection and Repetition, Test 2
Week 5	User-Defined Methods, Bonus Project Presentations, Final Exam

Grading

Grades will be determined by your percentage out of the total possible 400 points with the standard:

$93 - 100$	A	$73 - 76$	C
$90 - 92$	A-	$70 - 72$	C-
$87 - 89$	B+	$67 - 69$	D+
$83 - 86$	B	$63 - 66$	D
$80 - 82$	B-	$60 - 62$	D-
$77 - 79$	C+	below 60	F

Key to Success

- Set up a study plan and stay solid with it. Summer class moves fast and students who are behind with some material usually find them challenged to catch up.

- We will have a Discord channel which allows all students to share their products, questions and answers anytime. Tutors and the instructor will be available for the Discord chat too. In addition, self-scheduled tutoring is available via Randolph College portal.

- Solutions to homework problems and tests will be posted online once they are submitted. Use these wisely.

- Logic is the key to solve problems including to make a program run (in the way you expect). Be prepared to spend more time on thinking of the design of an algorithm, drawing a program diagram, and debugging than what you spend on actually typing codes.

- One factor ignored by many programming beginners is the importance of basic terms and language syntax, even though they reveal the art of a programming language on the initial design level. While our class goes relatively fast over some details, reading the textbooks will prepare you better. All the lecture notes will be posted on Moodle. Use them wisely.

- Programming is a skill just like playing any of the musical instruments: Practice is the key! Group discussion and team programming are encouraged, but no copied solution is tolerated.

- An optional bonus project worth up to 10 points is encourage to be developed through the course. Students are allowed to work in teams and each team consists of up to three students. All team members must contribute in programming. A qualified project must have a graphical use interface but it can be about anything that you think is fun or meaningful, or not. Be creative! Talk to the tutors and the instructor on your ideas to get their help.