

Course Syllabus

CMPSCI 111L – Introduction to Algorithms and Programming: Java Lab Section #32243 – Fall 2017 Semester

Course Description: This course is an introduction to algorithms, their representation, design, structuring, analysis and optimization. It requires implementation of algorithms as structured programs in a high level language. This course will use Java and students will be expected to write and execute Java programs in the lab section.

When and Where: **Lecture** Tuesday & Thursday 11:00AM - 12:20PM, **Lab** Tuesday & Thursday 12:30PM – 1:50PM, CCC 304

Please check the [CMPSCI 111 Canvas](#) website each week for:

- Important Announcements
- Programming Project Specifications
- Programming Project Due Dates

Instructor: Benjamin Riveira

Office Hours: Monday & Wednesday 12:45 PM – 1:45 PM, Friday 9:00 AM – 11:00 AM Seco Hall 305E (best to Email for an appointment).

Office Phone: ext. 3657

Email: benjamin.riveira@canyons.edu. *Please use your CoC Email address for all correspondence.*

Required Text: *Introduction to Java Programming*, Y. D. Liang, Pearson Prentice Hall, Brief Version 10th Ed., ISBN-13: 978-0-13-359220-7.

Student Learning Outcome: Evaluate the basic concepts of computer programming and analyze their impact on algorithms, problem solving and program implementation.

CMPSCI 111L Grading: 6 Programming projects, 30 points each, 180 points total.
Needed Point Totals: **A** – 157 points, **B** – 135 points, **C** – 108 points, **D** – 90 points

Class and Lab Etiquette: Please put away your smart phones and other mobile devices before entering the classroom. **No smart phones are to be used during class lectures. This means absolutely no taking pictures, no texting, no calling, no social networking (including Snapchat), no playing Pokémon Go, or using apps of any sort and during class time.** If you absolutely must engage in any of these behaviors, please do so *outside* the classroom. Laptops or tablets may **ONLY** be used to work during lab class or to take notes (not pictures) during lecture class. Browsing the Internet during lecture is reserved for class-related web sites such as Canvas, *even if you are browsing on your own laptop or tablet.* Students are given *my* undivided attention during class time; I expect that you will give me *your* undivided attention in return. **Non-class related activities on lab computers are strictly prohibited.**

Academic Integrity: On programming projects, it is permissible to discuss solution approaches in a **general** sense with other students or the lab tutors. But when submitting a program for a grade, **the program must represent your own work. It cannot be a program written for you by someone else, it cannot be a program copied directly from the internet, and it cannot be a direct copy of another student's program, even if you worked in a group with that student.** Penalties for academic dishonesty on a single programming project may result in a grade of "F" for the entire course. Additionally, instances of academic dishonesty may be reported to the Dean of Students for further action. *If you have any doubts about what is considered dishonest, please ask the instructor for guidance before taking such a serious risk.* In general, full disclosure is the best policy on any submission. In other words, **if a friend helped you to complete a project, state this fact in writing at the beginning of the submission.** However, such a submission may not earn full points.

Attendance: Attendance will be taken for all class meetings at the beginning of class. Should a student be tardy, it is the student's responsibility to sign in after class to inform me of their presence. Otherwise, the student will be marked as absent for the class. **The instructor reserves the right to drop a student after 3 absences during the semester.** However, it remains the student's responsibility (not the instructor's) to officially drop the course if necessary. The student should **not** assume that she/he **will** be dropped after these absences, nor should she/he assume that she/he will **not** be dropped.

Programming Projects: Programming project due dates are posted well ahead of time. If you anticipate that you will not be able to meet a project deadline, **submit your work in progress on the due date.** Late projects will not generally be accepted. If a student wishes to submit a project past its due date, they must meet with the instructor during office hours or make an appointment to discuss their circumstance. **If an exception is made for late work, the grade will be penalized 1 (one) letter grade for each calendar day it is late.** Projects that are more than 4 calendar days late will not be accepted at all. All projects **must** be submitted through Canvas. I will not accept projects that have been e-mailed to me, even if those projects are submitted "on time". Projects submitted late because of lack of proper transport methods will not be graded.

Project Deliverables: When submitting a project, it is your responsibility to provide the grader with as much documentation as possible, because documentation helps the grader evaluate the work that you have done. Therefore, **all project submissions must conform to the following specifications:**

- a. Universal comment header, **to be included at the beginning of EVERY source code file.**

```
/*  
 * Project #1  
 * Source Code File: Exercise1_3.java  
 * Programmer: Benjamin Riveira  
 * Due: 9/7/17  
 * Description: This is a Java programming exercise which  
 * demonstrates the use of a sequence structure.  
 */
```

- b. A single ZIP file containing:
 - a. Source Code
 - b. Test case runs, i.e., Console window output (copied into a text editor and saved as a .txt file)
 - c. Test Case Data Sheets (if test case data were used)
 - d. Design Documents (if required by the project specification)

Failure to provide adequate documentation of your work will result in point deductions.

Important Dates:

Project #1	9/7/17	Add Deadline	9/3/17
Project #2	9/28/17	Drop w/o "W"	9/3/17
Project #3	10/24/17	Drop Deadline	11/12/17
Project #4	11/2/17	Drop w/Refund	9/3/17
Project #5	11/16/17		
Project #6	Due 12/7/117		

Please be sure to avoid scheduling conflicts with these dates.

Course Schedule (Subject to Change)

8/22/17	Review Syllabus
8/24/17	Chapter 1
8/29/17	Chapter 1
8/31/17	Chapter 1
9/5/17	Chapter 2
9/7/17	Chapter 2, Project #1 due
9/12/17	Chapter 2
9/14/17	Chapter 3
9/19/17	Chapter 3
9/21/17	Chapter 4
9/26/17	Chapter 4
9/28/17	Chapter 5, Project #2 due
10/3/17	Chapter 5
10/5/17	Chapter 6
10/10/17	Chapter 6
10/12/17	Midterm Exam (in lecture)
10/17/17	Chapter 7
10/19/17	Chapter 7
10/24/17	Chapters 7 & 8, Project #3 due
10/26/17	Chapter 9
10/31/17	Chapter 9
11/2/17	Chapter 10, Project #4 due
11/7/17	Chapter 10
11/9/17	Chapter 11
11/14/17	Chapter 11
11/16/17	Chapter 12, Project #5 due
11/20/17	Chapter 12
11/23/17	Thanksgiving Holiday (no class session)
11/28/17	Chapter 13
11/30/17	Parts of Chapters 14, 15, and 16 (TBD)
12/4/17	Part of Chapter 18 (TBD)
12/7/17	Final Exam (in lecture), Project #6 due

*Recent California Legislation guarantees admission to a California State University (CSU) campus for any community college student who completes an “associate degree for transfer”. The Associate in Science for Transfer (AS-T) in **Math, Physics, Computer Science, and Geology**, or the Associate in Arts for Transfer (AA-T) in **Geography**, is intended for College of the Canyons students who plan to complete a bachelor's degree in a similar major at a CSU campus. Students must earn a C or better in all courses required for the major or area of emphasis. The College also offers associate degrees in **Biology, Computer Science, Engineering, and Math**. For more information on the suggested sequence of classes to be taken in order to obtain these degrees in two years, as well as information on when these courses are guaranteed to be offered, please visit: <http://www.canyons.edu/Offices/MathScienceDiv/Pages/Classes.aspx>*