

# Introduction To Computer Science / 50515

**Instructor:** Robert Sfarzo

## Contact information

- Email: [Bob Sfarzo](mailto:robert_sfarzo@cuesta.edu) robert\_sfarzo@cuesta.edu
- Office: 4315
- Face to Face Office Hours: To be arranged
- Online Hours: To be arranged

## Instructor Contact Expectations

- Please note that Email is the best and fastest way to reach your Instructor
- Email response time is generally within 24 hours
- Contact hours are 8am to 6pm and include weekends

**Course Environment:** This online course will be using a Web-based Learning Management System Canvas as the method to disseminate information. Canvas provides the framework for the course including PowerPoint presentations, student data files, the tools to receive and send course materials, and a grade book. Using the communication tools, you can communicate using e-mail, and you can share materials and ideas with other course participants via the discussion forums and groups.

**Class opens / Accessing Canvas:** Prior to the Monday classes start, you will receive an email to your my.Cuesta.edu address providing you with a reminder that class will be starting and log in procedures for Canvas, the learning management system (LMS) used to deliver course content. You can access Canvas by logging into MyCuesta, then clicking on the Resources Tab, then clicking on Canvas in the Online Learning Channel, or by typing the Canvas address (<https://cuesta.instructure.com/>) into your browser address bar. Do not bookmark / favorite the canvas site after your login, or you will get an error message next time you try to log in. You must access the canvas log in directly.

If you are not familiar with logging into canvas, please refer to the [Canvas Quick Reference Guide](#). Once logged into Canvas you will be directed on where to get started. Be sure to read all the direction on the course home page.

If you are having difficulty logging into Canvas after the course begins, and need assistance please email me or technical support at this email address: [support@my.cuesta.edu](mailto:support@my.cuesta.edu).

## Online Learning

If you have never taken an online class or this is your first experience with Canvas, please be patient with yourself. Online classes are not inherently easier, although they may be much more convenient for many students. You should expect to spend at least as much time, if not more on this course as you would on a course that meets face to face. Since there is no lecture component, much of this time will be self-directed and there will be a substantial amount of reading, viewing, studying, and writing

required. This course is completely online using Canvas; all coursework (discussions, assignments, quizzes) is submitted online. There are no face-to-face meetings. Please be prepared to spend 15-20 hours per week on coursework for this class

### **IS an Online Class for YOU?**

- First, go to the [Online Readiness Resources](#) to take a "self-assessment". There are many resources that were designed to help you understand the basis for an online class and the skills necessary for success. (If the tutorials do NOT describe you, then taking this class online is NOT for you and I strongly suggest that you drop the online class and enroll in a traditional classroom section.)
- This course requires a Minimum of 20 hours of work per week on average.

### **Course Description**

- Solving problems using computers. Introduces computer programming and algorithmic thinking.
- 3 credits. Associate Degree Applicable. Letter Grade or Pass/No Pass.
- Transfer: CSU , UC
- Prerequisites: None

### **Student Learning Outcomes**

1. Describe the software development life cycle.
2. Describe the principles of structured programming and be able to describe, design, implement, and test structured programs using currently accepted methodology.
3. Explain what an algorithm is and its importance in computer programming.

### **Text Book**

- Required:
  - "JavaScript for Kids" by Nick Morgan, No Starch Press, 2014. \$35.
- Optional Supplement:
  - "You Don't Know JS: Up & Going" By Kyle Simpson, O'Reilly Media, 2015.
  - Free online version and downloadable pdf.
- Optional Supplement:
  - "Coding With Javascript for Dummies" by by Chris Minnick and Eva Holland, John Wiley & Sons, Inc., 2015. \$30.

### **Supplemental Materials**

- Most any web browser except Internet Explorer

## Technical Support

Cuesta students are encouraged to direct all technical support inquiries to [support@my.cuesta.edu](mailto:support@my.cuesta.edu). If you are having issues with Canvas, you should contact the Canvas Support Hotline at (877) 921-7680, or click on the help button on the Canvas Navigation to report a problem. If you are having difficulty viewing the course or logging in, it may be because you are not using the correct url: <https://cuesta.instructure.com/> or you are using your phone or using an unsupported browser. Your learning environment is best accessed from a desktop or laptop computer, using Firefox or Chrome.

## Accommodations

This course is designed using an accessible Learning Management System, and course materials have been created with ADA compliance in mind. If you have a disability and might need accommodations in this class such as extended time on exams or other resources. Please contact the instructor as soon as possible so that you can receive appropriate accommodations in a timely manner. You should also contact [DSPS \(Disabled Student Programs & Services\)](#), at 805-546-3148 or

## College & Course Policies

### Regular Effective Contact Policy

Regular and Effective Instructor Contact will be met through weekly instructor initiated threaded discussion forums; weekly announcements to students; timely and effective feedback on student assignments; email, phone or messaging to individuals; and office hours.

### Academic Honesty Policy

Your work must be your own unless otherwise stated on assignment descriptions. Regardless, to avoid plagiarism, you must cite all sources of work that is not your own on any and every assessment and assignment. Failure to do so will result in a your being dropped from the course. In addition to my course policy, please note all students attending San Luis Obispo County Community College District at any district site and when representing Cuesta College in any off-campus activity, assume an obligation to conduct themselves in an acceptable manner compatible with the Student Code of conduct. Please review the [Cuesta College Student Code of conduct](#).

### Add Policy

If there is room in this course, then follow [Cuesta's Add Policy](#).

Your Instructor welcomes a full capacity of Student enrollment.

### Drop Policy

You may drop this course at any time per [Cuesta's Drop Policy](#). Failure to participate within 8 days or more in this course will result in your being immediately dropped by the Instructor.

## **Waitlist Policy**

Before the course begins myCuesta automatically fills the waitlist when someone drops the course. If you are on the waitlist during this time please pay attention to your email. MyCuesta will email you when a spot has opened in the course and you will have 48 hours to claim your spot in the course. During the first week only of the course I will email add codes if there is space available. Please watch your email for a code if you are on the waitlist. This course is not available for auditing. In addition to my course specific procedures, please review [Cuesta's waitlist procedure and instructions.](#)