Introduction to Problem Solving with Computers I

Course Description

- **Catalog:** A broad introduction to many Computer Science topics including algorithms, problem solving, operating system concepts, computer architecture, and programming languages.
- **Detailed:** A broad introduction to Computer Science. Many important concepts underlying computer science are covered. This includes the algorithmic foundations of computer science and the expression of algorithms as pseudocode. A number of algorithms are examined including sequential search, find greatest, selection sort, and binary search. The time efficiency of algorithms and Big-O classification are discussed. Computer hardware concepts are studied including binary numbers, Boolean logic, gates, and circuits such as compare for equality and addition circuits. The course includes a weekly 2 hour lab that provides experience with the concepts covered in the lectures.

Textbooks

- *Computer Science: An Overview*, Eleventh edition, J. Glenn Brookshear
- *Starting Out with C++*, Seventh edition, Tony Gaddis

Prerequisites

MATH 1314 or placement beyond MATH 1314. No prior programming experience or UNIX operating system experience is required.

Learning Objectives

Upon successful completion of this course, the student will:

- Understand the algorithmic foundations of Computer Science and be able to express algorithms in pseudocode.
- Understand the design of basic searching and sorting algorithms (linear search, binary search, and selection sort).
- Understand the time and space efficiency of algorithms and big-O notation.
- Understand how binary numbers are represented, basic concepts of Boolean logic and logic gates, and understand the equality and addition circuits.
- Understand the von Neumann model of computer organization.
- Design and develop basic computer programs using high level programming language (sequence, selection, and iteration structures).
- Be able to design and implement programs that use arrays and functions.
Assessment of Objectives
Assessment of objectives will be conducted through exams, laboratory exercises, and programming assignments.

Instructional Methods and Activities
The methods and activities for instruction will include:
1. Presentation of new material and concepts in the classroom through the use of lecture, tutorials, and sample programs.
2. Classroom and laboratory discussion using problem solving techniques.
3. Programming assignments to review and reinforce topics covered in the classroom.
4. Optional one-on-one discussion as needed between the student and instructor outside regularly scheduled class time.

Course Grades
Lab Assignments: 35%
PLTL & Class Participation: 10%
Exams 1 & 2: 30% (15% each)
Final Exam (comprehensive): 25%

Grade Ranges
A: 90 - 100%
B: 80 - 89%
C: 70 - 79%
D: 60 - 69%
F: <60%

*Please note: NO test grades will be given out via email or over the phone.*

Lab Supplies
- Flash drive to archive your programs (optional - but *strongly* recommended)

Course Website
http://sci.tamucc.edu/~mhassan/COSC-1435.003.htm

Class Policies

Computer Security Issues
It is your responsibility to read, understand, and follow the Student Security Statement (www.sci.tamucc.edu/~mhassan/Student_Security_Statement.pdf) that discusses computer security issues. Infractions will have a direct effect on your grade in this course.
You are expected to:

- Come to lecture and lab on time every day the class meets.
- Read the chapter to be discussed before coming to class.
- Answer the Practice Problems, Checkpoint Questions, and Review Questions in each chapter.
- Ask questions of material you do not understand.
- If I cannot explain the answers to your satisfaction, make an appointment with me to discuss the question.
- Seek help, if needed, from the Program Assistants in CI 346A.
- **DO YOUR OWN WORK!!** Do **NOT** share your work with others.
- Demonstrate integrity, maturity, and ethical behavior.

**Attendance**

If you want to succeed in this course, your attendance and active participation is crucial. Attendance is taken every day the class meets. If you are not in the room and in your seat before the lecture starts, you will NOT be counted as present that day. This may have serious implications on any financial aid you might be receiving. Although grades will not be directly based on attendance, regular attendance and active participation increases your chances of successfully completing this course. You are expected to know all material presented in class. *Turn off all cell phones when you enter the classroom! If you are caught texting, surfing the Web, playing games on your cell phone or laptop, or otherwise participating in distracting behavior, YOU WILL BE TOLD TO LEAVE THE CLASSROOM for the remainder of that class period.* Such behavior will **NOT** be tolerated.

**Class Activities**

You may be asked to work in groups in class to solve problems similar to those that will appear on exams. You are expected to actively participate in these activities. In addition, you may occasionally be asked to write answers to group problems on the board.

**Academic Integrity/Plagiarism**

University students are expected to conduct themselves in accordance with the highest standards of academic honesty. Academic misconduct for which a student is subject to penalty includes all forms of cheating, such as illicit possession of examinations or examination materials, falsification, forgery, complicity or plagiarism. (Plagiarism is the presentation of the work of another as one’s own work.) *This includes NOT sharing code or answers for the individual lab assignments!* In this class, academic misconduct or complicity in an act of academic misconduct on an assignment or test will result in sanctions ranging from being given a zero for the assignment(s) involved to being given an F for the course. For additional information, see the “Assignments” section under “Lab Policies”.

**Assignments**

Lab work will be assigned on a regular basis. Please refer to the "Lab Policies" section below for specific information and instructions about the lab assignments.
Exams
You MUST read the text to do well in this class. Exams and quizzes are NOT open-book unless instructed otherwise. Exams may contain multiple choice, true-false, fill-in, short answer, and/or programming questions.

Make-up Exams
Makeup exams will not be given under normal circumstances. If you notify me immediately that serious, unavoidable, documentable (e.g., with a letter from your doctor) circumstances have arisen, I will discuss options for replacing the missing grade. For example, I may allow the grade earned on the comprehensive final to replace the grade for the missed exam. You must take at least one of the midterm exams in this course. In other words, only one midterm exam may be missed due to unforeseen circumstances. Excused absences due to school sponsored activities, religious observations, family rituals, etc. should be discussed with me in advance.

Lab Policies

Attendance
Successful completion of this course depends, in part, on the completion of lab assignments. While you probably won't be able to complete every lab assignment during the allotted time for lab each week, attending lab is a very good way to start your assignments and an excellent way to get individualized help. Even though I do not introduce any new topics in lab, discussions of clever solutions and how to solve problems will occasionally arise that will not be covered in lecture. You increase your chances of successfully completing this course if you attend lab and actually work on your assignments. If you want to surf the Web, play video games, or watch videos on YouTube, do it on your own time. Don't do it in lab.

Assignments
- Assignments will be posted on the class website.
- The assignments are to be completed individually. You may ask each other for general advice, but do NOT share final answers and/or source code unless you have been told to do so by me. Be sure to protect your programs. Sharing or giving your work to others is grounds for an immediate "F" for the assignment involved. Submitting another person's work as your own is grounds for an immediate "F" in the course.
- Plan on working on your lab assignments outside of the scheduled lab time. You cannot learn and understand the material by simply sitting through lectures.
- Be sure to keep backup copies of ALL your programs! Storage media have been known to fail. Not having a backup copy of your work is NOT an acceptable excuse for submitting a late lab.
- Keep in mind that when we grade your programs, we open the source code in Microsoft Word to comment/critique it. Save yourself some points (and us some frustration) by not extending
your source code beyond column 73 in the text editor you use to type your code. Anything extending beyond column 73 tends to result in "word wrapping" when opened in Word. Word wrapping makes your code difficult to read and, as such, will result in your losing points unnecessarily.

- Do not resubmit a lab until you have received a grade for the previous submission. For example, if you turn in lab 6, but know it was not complete, wait until you get the results back before resubmitting it again.
- Each assignment is to be submitted using the dropbox as outlined on the Dropbox Instructions page. Lab assignments will not be accepted for grading if they are submitted via email, as a "hard copy," or on disk. If you have problems using the dropbox, ASK FOR HELP!

Assignment Due Dates
- Assignments are due at the beginning of the class on the due date. Due dates are listed with each assignment.
- If you want an A on any lab, it must be submitted on time. However, under normal circumstances, if you have not completed your assignment by the due date, you should submit the work you have done for partial credit. It is highly recommended that you turn in SOMETHING that shows you have attempted to solve the problem.
- If you submit a lab late, the grade may be reduced by 20% for each day late.
- No labs will be accepted after Monday, December 5, 2011. If an unavoidable, documentable emergency arises, please discuss it with me.

Resubmitting Lab Assignments
I allow you to resubmit lab assignments if you are not satisfied with the grade you have earned on a lab. However, there are a couple of “ground rules”:
- The grade of a lab you want to resubmit must be less than a 90.
- The original version of the lab was submitted on time. Labs that were submitted late the first time are NOT eligible to be resubmitted!
- The maximum additional points you may receive for a resubmit is 50% of the points you missed on the original submission.
- The material originally submitted must be one of the following: 1) typed original pseudocode (not pseudocode that was included in the original lab assignment), 2) the source code for a partially completed program that attempts to solve the problem, or 3) the source code for the program to solve the problem that will not compile and/or execute. In other words, you must have originally submitted something that indicates you made an honest effort to solve the problem.
- Do not resubmit a lab until you have received a grade for the previous submission. For example, if you turn in lab 6, but know it is not complete, wait until you get the results back before resubmitting it again.
• Do not resubmit a lab unless you have made the changes/corrections necessary to improve your grade! Resubmitting a lab without making any corrections will not earn you any extra points!
• Only one lab per directory will be accepted. You may submit more than one lab at a time, but each must be in a separate directory.
• Be sure to include ONLY files/documents that have been modified or corrected along with a list of what has been corrected/modified. Don't forget to include a new executable file, too, if needed!
• This is VERY important: FOLLOW THE INSTRUCTIONS FOR RESUBMITS IN THE DROPBOX INSTRUCTIONS VERY CAREFULLY!

Classroom/Professional Behavior
Texas A&M University – Corpus Christi, as an academic community, requires that each individual respect the needs of others to study and learn in a peaceful atmosphere. Under Article III of the Student Code of Conduct, classroom behavior that interferes with either (a) the instructor’s ability to conduct the class or (b) the ability of other students to profit from the instructional program may be considered a breach of the peace and is subject to disciplinary sanction outlined in article VII of the Student Code of Conduct. Students engaging in unacceptable behavior may be instructed to leave the classroom. This prohibition applies to all instructional forums, including classrooms, electronic classrooms, labs, discussion groups, field trips, etc.

Academic Advising
The College of Science and Engineering requires that students meet with an Academic Advisor as soon as they are ready to declare a major. The Academic Advisor will set up a degree plan, which must be signed by the student, a faculty mentor, and the department chair. The College's Academic Advising Center is located in Center for Instruction room 350, and can be reached at 825-6094.

Dropping a Class
I hope that you never find it necessary to drop this or any other class. However, events can sometimes occur that make dropping a course necessary or wise. Please consult with me before you decide to drop to be sure it is the best thing to do. Should dropping the course be the best course of action, you must initiate the process to drop the course by going to the Student Services Center and filling out a course drop form. Just stopping attendance and participation WILL NOT automatically result in your being dropped from the class. Friday, November 4, 2011, is the last day to drop a class with an automatic grade of “W” this term.

Grade Appeals
As stated in University Rule 13.02.99.C2, Student Grade Appeals, a student who believes that he or she has not been held to appropriate academic standards as outlined in the class syllabus, equitable evaluation procedures, or appropriate grading, may appeal the final grade given in the course. The burden of proof is upon the student to demonstrate the appropriateness of the appeal. A student with a
complaint about a grade is encouraged to first discuss the matter with the instructor. For complete
details, including the responsibilities of the parties involved in the process and the number of days
allowed for completing the steps in the process, see University Rule 13.02.99.C2, Student Grade
Appeals, and University Procedure 13.02.99.C2.01, Student Grade Appeal Procedures. These
documents are accessible through the University Rules Web site at
http://www.tamucc.edu/provost/university_rules/index.html. For assistance and/or guidance in the
grade appeal process, students may contact the Office of Student Affairs.

Disabilities Accommodations
The Americans with Disabilities Act (ADA) is a federal anti-discrimination statute that provides
comprehensive civil rights protection for persons with disabilities. Among other things, this legislation
requires that all students with disabilities be guaranteed a learning environment that provides for
reasonable accommodation of their disabilities. If you believe you have a disability requiring an
accommodation, please call or visit Disability Services at (361) 825-5816 in Driftwood 101. If you are
a returning veteran and are experiencing cognitive and/or physical access issues in the classroom or on
campus, please contact the Disability Services office for assistance at (361) 825-5816.

Announcements
Announcements will be made available in class, on course web page, and/or through email. It is your
responsibility to regularly check for announcements.

Syllabus
This syllabus provides a framework for the course format and policies. Changes and/or additions to this
syllabus may be made at the instructor’s discretion. Students will be notified with changes.

Tentative Class Schedule
The two textbooks this semester are; Computer Science, An Overview, 11th Edition, by J. Glenn
Brookshear and Starting Out With C++, Seventh Edition, by Tony Gaddis. For the schedule that
follows, (B) refers to Computer Science, An Overview and (G) refers to Starting Out With C++.
This is a tentative schedule that will be updated on the class webpage as changes occur.

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