

CSIT 105 - Foundations of Computer Science - Fall 2019

Syllabus - ver 0.0

Section Info

Section 01x - CRN 17194

Monday 1:00 pm-2:50 pm West Building W309

Wednesday 1:00 pm-3:50 pm West Building W309

Versions

- Version 0.0 - 8/20/2019 - First Release

Book Information

Required:

Starting Out with Java: Early Objects, 6th edition, Tony Gaddis, ISBN-13:
97801344462011

[cover picture has peapods with peas]



Note: This class does NOT use myprogramming lab which is a different resource and is more expensive ~\$42.40

[See canvas for information on 5th edition resources]

Instructor:

Stephen T. Brower

Office: West Building W324

Work #: (908) 526-1200 x8259

preferred email: stephen.brower@raritanval.edu

Website: <http://rvccmccs01.raritanval.edu/~sbrower/>

Canvas:

Canvas is the official source for the latest: Syllabus, Class Schedule, Homework Assignments, Lab Assignments, Project Assignments, Quiz/Exam Information

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Fall 2019 Office Hours (8/28-12/9):

- Monday 3:00 - 4:00
- Tuesday 3:00 - 5:00
- Thursday 3:00 - 5:00
- and by appointment

Course Overview:

(Prerequisite: Math 113 – Precalculus II or Math 114H – Precalculus Honors) This is the first course in Computer Science for transfer students. The programming language Java will be taught in conjunction with problem solving methods, algorithm development, and object-oriented design. Topics include data types, control structures, classes, objects, methods, file processing, recursion, and introduction to data structures.[Also General Education Elective]

Note: This course assumes no prior programming experience

Course Learning Outcomes:

At the conclusion of the course, students will be able to:

1. Describe concepts of object-oriented programming such as encapsulation, inheritance, and polymorphism.
2. Solve problems involving decisions and repetition.
3. Develop algorithms that may be used in coding programs.
4. Apply algorithms such as the sequential sort and search in solving problems.
5. Design classes using appropriate instance data and methods.
6. Design programs using traditional structured as well as object oriented methods.
7. Code programs using the correct syntax of the programming language.
8. Asses the ethical implications of writing code
9. Understand where testing fits in the software development process.
10. Test programs adequately with appropriate input data.
11. Distinguish among programming errors (syntax, logic, run-time)
12. Correct programming errors.
13. Understand the difference between a Java application and a Java Applet.
14. Gain some familiarity with HTML (Hypertext Markup Language)

Course Management, Structure and Pace

This course meets twice a week for approximately five hours total. Attending all lectures is essential for success in this course because this reinforces and explains the material presented in the textbook. Additional programming techniques, which may not be found in the book, will be demonstrated in class and during project/lab time. In order to develop your skills properly and to thoroughly understand the concepts, students should plan on putting in at least two hours of

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study time for every hour spent in class for lecture. Additionally, students should plan study time of another half hour for every hour spent in lab. Attendance, participation in class, and completing assigned class work, homework, and computer work are your responsibility and are all critical for success in the course. Students who are successful in this class typically spend approximately 7 hours outside of class each week working on the subject. This includes reviewing class notes, reading and studying the textbook, doing written homework and working on projects.

To stay updated, especially if you are absent, read through syllabus/schedule regularly. It is your responsibility to acquire information and assignments from Canvas, your classmates, or from your instructor.

Which Email to use and Email Response Time

If you have a question or you need an assignment “returned to you” in Canvas, the preferred (fastest) way to contact the instructor is via his preferred email: stephen.brower@raritanval.edu

Over the last several semesters, I found the email system embedded in Canvas frustrating. So please email me at: stephen.brower@raritanval.edu

The goal is to respond in less than 24 hours.

Occasionally there are known exceptions such as around Thanksgiving where a response may take a little longer. If the instructor knows ahead of time there will be a period of unavailability longer than 24 hours, that will be communicated to the class.

Software/Computer Requirements:

Although there is lab time incorporated into the class to work on “labs”, there may not be enough time to work on the “projects” during class time. You *may* need access to a computer with Java outside of class.

If you do not own a computer, you can use the Open Lab in the West Building which is open 5 or 6 days a week. See the hours posted outside the Open Lab

If you own a computer you can download the Java JDK and Netbeans which will replicate the setup that we have on campus. There will be links from the Course Homepage in Canvas with some information.

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Laptops in the classroom:

You are allowed to use your own laptops in the classroom. Wireless devices should be able to connect to "RVCC-Student" by providing your G# and password. (see: <https://commons.raritanval.edu/admin/mis/tshome/TSGuide/Pages/Network.aspx>)

Class Routine:

The class has 3 segments: Java Lecture, Lab Lecture, and Lab

Java Lecture - Lecture on programming in Java from the Java book

Each class we will take the next step in learning how to program. Some classes will cover 2 chapters. There are some Computer Science topics the instructor will cover that are not in the book. So pay attention! The instructor will integrate programming demos into the lecture and the demos will be available at the end of the lecture.

During lecture your machines *may* be disabled

The caution here is that the knowledge is cumulative. So if you skip a Java lecture one class, the lecture the following class will be more difficult.

You should attempt to "skim" the chapter(s) covered prior to class.

Lab Lecture - Brief lecture on how to tackle the lab that follows

The intent of the Lab Lecture is to refresh your memory on some key items from Java or programming in general and then provide "hints" on how to do the lab. Some Lab lectures may be as long as 15 minutes. Some may be only 15 seconds.

Lab - Hands on lab time

Lab will be for individual work using the computer for programming in Java. Labs must be completed during lab time.

The time set aside for the programming In-Class Labs is enough time for a novice programmer to finish the In-Class Lab. Novice programmers may need to find time outside of class to work on "Projects".

Some classes the Lab assignments may have multiple parts. The Lab assignments get progressively harder and/or longer as the semester progresses.

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Whether you are a novice or not, if you finish the lab early, you should look ahead on the Class Schedule to work on the next computer project, do the next homework that is due, or explore some of the features of Java that are in the book but skipped by the instructor.

Except for a few exceptions, Java Lectures will normally be on Mondays and Lab will normally be Wednesdays.

Grade Determinants

Item	Percent
Homework	15%
Programming Labs	15%
Programming Projects	20%
Quizzes	10%
Exam 1	10%
Exam 2	15%
Final Exam	15%

Grades

Grade	% Range
A	89.5-100+
B+	86.5-89.4
B	79.5-86.4
C+	76.5-79.4
C	69.5-76.4
D	59.5-69.4
F	0.0-59.4

Homework:

See Canvas for homework details.

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Homework will be a subset of the Review Questions and Exercises, Find the Error, Algorithm Workbench, and Short Answer questions.

Note: The author's website for the 5th edition has answers to the odd numbered Short Answer questions

Homework must be submitted electronically via Canvas as a document saved as a .docx or as a .rtf file

All but 1 homework will be due on Wednesdays

See below for the Late Policy and the Cheating Policy (don't cheat)

Programming Labs (In-Class Labs):

See Canvas for Programming Lab details. Most Programming Labs are not posted until the day of class. Some labs are not posted until after class.

The idea behind Programming Labs is that they are to be done in the class room and they reinforce the material covered in class.

Programming Labs are designed for a novice programmer to complete in the time allotted.

Programming Labs are due by end of class (2:50 or 3:50 depending on the day) and are considered late if submitted after the end of class.

The .java file(s) for the Programming Labs (or a .zip that contains the .java files) must be submitted via Canvas. All but 1 Programming Lab will be on Wednesdays

A word of caution: Programming Labs get progressively harder as the semester progresses and part of that is because the material is cumulative. So Programming Labs in late November will take longer than those in September.

See below for the Late Policy(-10 pts per calendar day) and the Cheating Policy (don't cheat)

Programming Lab Compiling Policy

After you have written 4 Programming Labs, the expectation is that your Java code will compile. For all of the Programming Labs after Programming Lab 4, if the code submitted does not compile, or if the instructor's tester used to test the classes submitted does not compile, the assignment is a 0.

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The only edits that will be made to get the program to compile is to remove the `-#` that Canvas adds to the file name when there are additional submissions and the package statement

Projects:

See Canvas for Project details. Details are usually posted 2-3 Lab times ahead of due date.

The idea behind the Projects is they demonstrate your mastery of the material. Projects are more complex than labs and are expected to take longer.

You may not have enough time in class to complete the projects so you either need to replicate the development environment at home/work or use the open lab on the second floor of the West Building which is open 6 days a week.

The `.java` file(s) for the projects (or a `.zip` that contains the `.java` files) must be submitted via Canvas

Projects are due via Canvas by midnight of date due. All but 1 Project will be on Wednesdays

See below for the Late Policy and the Cheating Policy (don't cheat)

Project Compiling Policy

The expectation is that your Java code submitted for Projects will compile. For all of the Projects, if the code submitted does not compile, or if the instructor's tester used to test the classes submitted does not compile, the assignment is a 0.

The only edits that will be made to get the program to compile is to remove the `-#` that Canvas adds to the file name when there are additional submissions and the package statement

Exams/Quizzes:

See Canvas for Quiz/Exam Information. Details are usually posted 1 week ahead of the quiz/exam day.

Note the Class Schedule for the timing of the Quizzes/Exams. If you are late for a quiz/exam you will only have the time until the scheduled end of the quiz/exam.

If you know ahead of time that you will miss an exam, please make arrangements with the instructor.

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The format of the quizzes/exams will be different (multiple choice, hand write a program, write a program on the computer). The format/content will be reviewed a week prior to the quiz/exam

See below for the Cheating Policy (don't cheat)

Cheating Policy:

Don't Cheat!

You must work alone on the Projects, In-Class Labs, and Homework. Working with someone is considered cheating. Taking a file that someone else created is considered cheating. Having your neighbor work on your computer is considered cheating. Collaborating on logic is cheating. Cheating is not allowed.

Cheating is also not allowed on Quizzes and Exams. If you have a question during a quiz/exam ask the instructor.

All parties involved in cheating (including the one who shares) will be dealt with according to the school's policy on cheating. The penalty can range from 0 on the assignment to F for the course.

Exception to Cheating Policy: The instructor will provide in Canvas some sample code. You are allowed to use that code in whole or in part for your programs as long as you add a comment in the code stating that you got the code from the instructor's demo. You must also identify the chapter and filename the code came from.

Late Policy:

Don't submit work late!

Labs: It would be unfair to grade a lab that is expected to be done in 2 hours but submitted 24 hours late the same as a lab submitted on time within the 2 hour lab window. That is why a late penalty is applied to late labs; because they have an unfair advantage. Regardless of when the instructor grades the lab, the date/time will be noted.

Some Labs are handed out 2 days before they are due and there is more wiggle-room on those.

Projects/Homework: Since the time frame for homework/projects is a bit longer, the instructor's approach is a little different. When sitting down to grade a homework assignment or a Project for the class, whatever is in Canvas is on time (regardless what Canvas says). If the instructor has to go back and grade an assignment after the batch for the class was graded, then that assignment is late

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Only 2 items per category (Homework, Lab, Project) can be submitted late. Late Penalty is -10 points per calendar day with a maximum of 7 days. Once the maximum number of late submissions occurs for a category, no late submissions are accepted for that category.

An exception to "Late Policy": No "Late" work is accepted after 12/9, so Lab 12, Hw for Ch 10, and Project 4 can't be handed in after 12/9.

Life Happens:

Another exception to Late Policy for Homework/Labs/Projects: "Life Happens"

For the semester, you are allowed 1 "Life Happens" for a Homework, 1 "Life Happens" for a Lab and 1 "Life Happens" for a Project.

Up to 1 week after an assignment is due, when the late assignment is submitted request the "Life Happens" in the body of the Canvas assignment and the assignment will be considered on time.

The "Life Happens" is for 1 instance of an assignment in a category (1 homework only, 1 lab only, 1 project only). You can't submit 5 homework files, request a "Life Happens", and have it apply to all 5 homeworks. In that scenario 1 Homework will get the "Life Happens", 1 is late, and the other three are zeroes.

Exception to "Life Happens": No "Life Happens" accepted after 12/9 so Project 4 isn't eligible for Life Happens.

Extra Credit:

Some labs/projects/quizzes/exams have extra credit built into them. ***Other than that no extra credit will be given.***

So if you choose to do no homework all semester and then in December you ask for extra credit, the answer is no.

Additional Policies:

Classroom Behavior

Cell Phones:

For the "lectures" please silence cell phones. It is understood that there may be times when emergency calls occur or the "pick me up at the airport" call needs to happen. For those calls please step into the hallway to take the call. During lab time, you can turn the sounds back on the cell phones.

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Talking:

For the "lectures" please don't talk. It is understood that you may need to turn to a neighbor for the occasional question like "what slide is he on?" or "which file is that?" or "what page # did he say?" and that's fine. It is the full conversations that are distracting not only to the instructor but to the class as a whole.

For the Lab Time you can talk all you want, but "indoor voices" please.

Language:

The instructor will try his darn-doodliest to not swear during class time but an occasional expletive may slip out. Please try your darn-doodliest not to swear but don't fear reprisals if an occasional expletive slips out.

Proper Use of Computers:

Lecture: the instructor is easily distracted by typing and would prefer that computers are not used during the lecture, except for opening and view demo Java files. Pointing and laughing at the monitors is very distracting. ***Printing during lecture is extremely distracting and very upsetting.*** If class members repeatedly distract the instructor, then all computers and laptops must be closed down for the rest of the semester.

Lab: During lab time everyone should be working on the labs/projects in Java. None of the labs/projects require social media sites like Facebook.

Bathroom Breaks:

Lecture: Depending on the length of the lecture there may be a break partway through, and usually it will be announced at the start. If you need to leave for a break just quietly get up and leave.

Lab: take all the breaks you need.

Class Attendance:

Students are expected to attend all classes for every course in which they are enrolled. To accommodate students' reasonable, personal situations that might prevent them from attending classes, each student is entitled to excused absences amounting to the equivalent of one week's class time in a semester. Absences in excess of this standard are handled individually by each faculty member. A student with absences amounting to one-fifth or more of the term's lecture or laboratory classes is subject to administrative withdrawal by the Dean of Instruction upon the recommendation of the faculty member.

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Note: sometimes attendance is taken based on what graded items were not returned. If you come in late and see that graded items were returned, please wait for a break or Lab Time to get your graded items

Delayed Opening:

If the College announces a delayed opening at any location due to inclement weather or other emergency situation, all offices will be closed and all College classes and/or other activities will be suspended at that location until the delayed opening time.

Classes scheduled to begin before the delayed opening time that have 60 minutes or more of instruction time remaining at the delayed opening time will begin at the delayed opening time and conclude at the regularly scheduled ending time. Classes scheduled to begin before the delayed opening time that have fewer than 60 minutes of instruction time remaining at the delayed opening time will be canceled.

Classes scheduled to begin at or after the delayed opening time will meet as scheduled.

Campus Resource Center & Food Pantry

Any student who has difficulty accessing sufficient food to eat, stable housing, or meeting other basic needs, and believes this may affect performance in this course, is urged to contact campus Resource Center for support. The Resource Center and Food Pantry is located behind the Student Lounge/Game Room on the second floor of College Center, across from the cafeteria. For more information contact the Resource Center at resourcecenter@raritanval.edu the Food Pantry at food.pantry@raritanval.edu (see <https://commons.raritanval.edu/academics/dept/hs/pantry/Pages/Services.aspx>) or Advising and Counseling Services at acs@raritanval.edu

Reasonable Accommodation

Students with disabilities who require accommodations (academic adjustments and/or auxiliary aids or services) for this course MUST provide documentation of accommodations from the RVCC office of Disability Services, C143. No accommodations will be made without this documentation.

Support Services

“As a student you may experience a range of issues that can cause barriers to learning. We care about your overall well-being and RVCC Counseling Services is here to help with any issues you may experience”.

If you are experiencing suicidal thoughts, personal distress, and/or addictions:

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Counselors are available during business hours in the Advising and Counseling Services (ACS) suite, 1st Floor, College Center. Personal crises are a priority in ACS and all services are free and confidential.

For appointments, call (908)526-1200 X8336 or email counselors at personalcounseling@raritanval.edu. Emails will not be checked outside of the hours of operation. After hours, or during college breaks or closures contact: **Psychiatric Emergency Screening Services (PESS) at 908-526-4100 (24/7) or dial 911 and go to your nearest emergency room.**

On and Off Campus Resources:

<https://commons.raritanval.edu/studentserv/conduct/Pages/Emergency-Contacts.aspx>

N.J. HOPE LINE at 855-654-6735 for peer support and suicide prevention hotline;

REACH NJ at 844-732-2465 for help navigating/accessing treatment for addiction

Student Handbook

You are responsible for all policies stated in the Student Handbook.

See: https://commons.raritanval.edu/studentserv/conduct/pages/Policies_and_Documents.aspx

Withdrawal Procedure

See school's webpage for Fall 2019 Withdrawal and Refund Schedule and Refund Info (see: https://commons.raritanval.edu/admin/finance/Documents/Fall%202019%20WithdrawalRefund%20Schedule%20and%20Enrollment_Payment%20Calendar.pdf)

(see: https://commons.raritanval.edu/admin/finance/Pages/refund_info.aspx)

Class Schedule

Please see the Class Schedule for topics. See Canvas for assignment details.

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