

CSIT 105-90V - Foundations of Computer Science - CRN 18261

Fall 2022 Syllabus - ver 0.0

Section: 90V - CRN 18261

ONLINE

Late Start - Online Section

Course Modality: Online

The class will be conducted as an online class. This section uses Canvas, which is a Learning Management System (LMS) that will house the materials for the class and will be the vehicle for submitting assignments.

An online course does not meet in the classroom, there is no scheduled meeting time. Notes and videos will be made available in Canvas. There are still assignments due weekly, but during the week you work self-paced. Instead of raising your hand when you have a question, you would email me or attend one of my office hours.

Syllabus Versions

- Version 0.0 - 9/1/2022 - draft

Book Information

Required: Starting Out with Java: Early Objects, 6th edition, Tony Gaddis, ISBN-13: 9780134462011 [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

Name: Stephen T. Brower

Office: West Building W324

Work # (908) 526-1200 x8259 *

preferred email: stephen.brower@raritanval.edu

Fall 2022 Office Hours in the Office (8/31 - 12/12):

- Monday / Wednesday 3:30 - 5:30 (Zoom link in Canvas)
- and by appointment

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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.

[General Education Elective] 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. Identify the General Ethical Principles of the Association of Computer Machinery (ACM) code of Ethics and Professional Conduct.
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)

Course Management, Structure and Pace

When this class meets in a classroom, there are approximately five hours a week for 14 weeks. As an online class, the reviewing of the slides, watching videos, and doing the labs would be the five hours of the week.

Additionally, students should plan on putting in at least two hours of study time for every hour spent in class for lecture, and another half hour for every hour spent in the lab.

Students who are successful in this class typically spend an additional seven hours, approximately, each week working on the subject. This includes reviewing class notes, reading and studying the textbooks, doing homework and reviewing demo Java code.

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Grade Determinants

Item	Percent
Homework (~12)	13%
Discussions	5%
Programming Labs (~13)	12%
Programming Projects (~4)	20%
Quizzes (10/4 and 11/8)	10%
Exam 1 (10/18)	10%
Exam 2 (11/22)	15%
Final Exam (12/20)	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

Software/Computer Requirements:

You *will* need access to a computer with Java JDK and an IDE such as NetBeans.

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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.

If you do not own a computer, you can use the Open Lab in C022 (next to the bookstore). See the hours posted outside the Open Lab

Which Email to use and Email Response Time

If you have a question or have an issue submitting an assignment 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, and the Canvas alerts are not always punctual.

So please email me at: stephen.brower@raritanval.edu

The goal is to respond in less than 24 hours. Please don't expect a response after 10 pm.

Occasionally there are known exceptions such 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.

Class Routine:

The "traditional sections" of the course usually consist of 3 possible segments: Java Lecture, Lab Lecture, and Lab

As an online course, there is no Lecture. But there are slides to look at, and the Instructor has created (will create) some (lame) YouTube videos.

Note: The caution here is that the knowledge is cumulative. So if you skip a week, the material the following week will be more difficult.

As an online course, there is no Lab Lecture. Any extra guidance for the labs will either be embedded in the instructions for the lab or in an accompanying video

As an online course, you will work on the labs independently. If you get stuck instead of raising your hand you will send an email to the instructor or drop-in to one of the office hours which will be hosted through Zoom. (links are in Canvas)

Note: the programming In-Class Labs are designed for a novice programmer to finish the In-Class Lab in ~2 hours. 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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I plan to treat this course like it meets once a week on Wednesday evenings. I will only use Wednesday night each week for due dates for the assignments. So assignments are due on Wednesday but can be submitted early.

Homework:

See Canvas for homework details.

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 prior edition (the 5th edition) has answers to the odd numbered Short Answer questions from that edition

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

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

Discussions

The Discussions can be thought of as a "class participation" grade, but one that can be quantified. The Discussions are available from the Syllabus tab and the Modules tab. There will be about 1 discussion a week (not necessarily for ever chapter)

Many of the topics ask for your opinion and there is no right or wrong answer, but the answer has to address the question. For example, if the question was "would you enter your credit card # on a web page?" and your answer was "I feel society has become too materialistic" that doesn't answer the question and that would be a 0. But if your response was "I wouldn't enter my credit card # because I don't have a credit card because I believe society is too materialistic" that does answer the question of 'entering the credit card #' and that would be a perfect score.

If I was a good online teacher, I would make the grade based not only on your post, but on your meaningful responses to at least three other postings.

But, since I'm not a good online teacher your grade ~~will be based 80% on your post and 20% on your reading of the other students posts (I can run a report to see how many postings you read).~~ No I can't easily run that report. I hate Canvas. Your grade will be based 100% on your post.

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Programming Labs (In-Class Labs):

See Canvas for Programming Lab details. Most Programming Labs are not posted until the week before due.

The idea behind Programming Labs is that they are designed to be done in about 2 hours of time for a novice programmer . Programming Labs reinforce the material covered.

The .java file(s) for the Programming Labs (or a .zip that contains the .java files) must be submitted via Canvas. All Programming Labs 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 early October.

See below for the Late Policy(don't be late) 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.

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 the 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.

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.

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

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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.

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.

For the Programming Labs, asking the instructor for hints is not considered cheating. It is ok to email a Java file to the instructor to ask for assistance. But, don't expect a response after 10:15 pm on any night.

Cheating is also not allowed on Quizzes and Exams.

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.

NOTE: you have permission to use the instructor's demo .java files, in whole or in part, for your programming labs and programming projects (just cite that in a comment in the code) and you have permission to use the code the instructor writes on the whiteboard (just cite that in a comment in the code) and you have permission to use the code in the book, in whole or in part (just cite that in a comment in the code).

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Late Policy

Don't submit work late!

According to the RVCC Catalog, students are not to be penalized for 1 week of absences. To accommodate this, at the end of the semester the lowest homework and the lowest programming lab will be dropped.

"Life Happens"

According to the RVCC Catalog, students are not to be penalized for 1 week of absences. To accommodate this, at the end of the semester the lowest homework, the lowest programming lab and the lowest discussion will be dropped. That handles "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 November you ask for extra credit, the answer is no.

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Additional Policies:

Student Handbook

You are responsible for all policies stated in the Student Handbook, including Academic Integrity Policy and Code of Student Conduct.

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

See “Syllabus Part II” for some official school policies

Class Attendance:

See “Syllabus Part II” for official policy.

For this online class, an “online presence” for the week is used as “attendance”. If during the week, an assignment or discussion is submitted, then that week is considered as “present”

Withdrawal Procedure

See school's webpage for Fall 2022 Withdrawal and Refund Schedule and Refund Info (see: https://commons.raritanval.edu/admin/finance/Documents/Fall%202022%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.

Note: The department chair for the Math & Computer Science Department is Lori Austin
Lori.Austin@raritanval.edu

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