CSCI 1302: Computer Science Principles – Fall 2020

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An important note about my contact information. My name is very often spelled incorrectly. When trying to contact me via email this can mean the difference between me getting the message and your message floating endlessly in hyper space. Please be sure you double check the spelling when sending me messages. My last name, Hutchison, only has one letter n and it is at the end of my name.

Office Hours (Online or in person by appointment only):

- Monday: 3:30 to 4:30 pm
- Tuesday: 9:25 to 10:50 am and 1-4 pm
- Wednesday: 11:40 am to 12:50 pm
- Thursday: 9:25 to 10:50 am
- Friday: By appointment

I am absolutely available outside the office hours listed. These hours are just a starting point. I am often online and I am frequently available outside these hours, including evenings and weekends. I will work with you to communicate in a manner that works best for you. The best way to make initial contact with me is via email. If you prefer to speak on the phone or communicate through a Zoom video chat we can make those arrangements for a time above, or one that best fits your schedule.

Any changes to office hours will be posted on BRIGHTSPACE by D2L in the Course News Announcements.

Class meeting time and place:

CSCI 1302.004 – Hybrid
Meetings online during first and last week of semester
Remaining meetings remote online with an option to meet in person meeting from 1:00 pm - 2:15 pm on either Monday or Wednesday (day assigned during first week)
Ed and Gwen Cole STEM Building 314

CSCI 1302.005 - Hybrid
Meetings online during first and last week of semester
Remaining meetings remote online with an option to meet in person meeting from 8:00 - 9:15 m on either Tuesday or Thursday (day assigned during first week)
Ed and Gwen Cole STEM Building 316

There will be three exams. Two of the exams have a project portion and also a proctored portion that will be taken online. You will need to have access to a computer with Google Chrome and a web cam and mic to take the exam. Exact exam dates will be available on BRIGHTSPACE BY D2L.

Course Description  Fundamental concepts of computer systems, systems software, and an overview of computer science issues. Problem solving and program development using a high-level programming language.
Prerequisite: Eligibility for enrollment in college algebra.

Required Materials:

**Required Textbook**


The 10th or the 11th edition is fine.

*You do NOT need any access codes.*

You may use digital or print versions (new or used), rent or own. *Keep in mind that if you are planning on taking the follow on course, you will use this same book.*

**Reliable** access to the Internet and the BRIGHTSPACE BY D2L learning management system (d2l.sfasu.edu). Please note that BRIGHTSPACE by D2L does not support Internet Explorer. The recommended browser is Chrome.

**Required Equipment/software**

- Access to a campus lab computer or a computer with permissions to install software. Info on free software to install provided when classes start.
- Google Chrome
- If taking exams remotely you must have on your computer (not phone):
  - Web cam
  - Microphone
  - Proctorio Add on for Google Chrome
  - Reliable Internet access

**Course Requirements:**

Examinations worth 745 of 1,000 total course points. See class calendar in D2L for the dates.

- Exam 1 worth 150 points
- Exam 2 worth 170 points
- Exam 3 worth 200 points
- Comprehensive Final Examination worth 225 points

All class examinations are considered to be a major part of the course work upon which a large part of the course grade depends. Class examinations will be announced at the start of the semester. If you have a conflict with another university event, you must contact me well in advance of the examination. In case of an extreme emergency, contact me before the scheduled examination. Failure to do so will result in an examination grade of zero. There are no exemptions for the final examination and no changes in taking the final examination. All students must take the final exam. A zero on the final exam will result in an F in the course. Once a student leaves the room on the day of an examination, they will not be permitted to return. Once the first person has left the room on the day of an examination, no one else will be permitted to begin the exam. Possession of a cell phone or other electronic communication device during an exam will result in an examination grade of zero.
Assignments (worth 745 of 1,000 total course points): Per SFA policy 5.4, this course requires an amount of student work per credit hour that reasonably approximates at least two hours of out-of-class student work per week for fifteen weeks over a long semester. So for this 3 credit hour course, class work approximates 150 minutes of instruction and at least 6 hours of out-of-class work per week for fifteen weeks.

Assignments include weekly reading quizzes and homework assignments worth a total of 255 points of the 1,000 total course points will be given. Assignments may be of unequal weight. All quizzes must be submitted by the posted due date. Dropbox assignments will be accepted up to 2 days late with a 10% point penalty per day. All exams must be taken in the posted exam window unless coordinated with instructor in advance.

Participation:
The first week both classes will be conducted synchronously via SFA Zoom. A link will be emailed and also available in our course at d2l.sfasu.edu. There will be no recordings made.

During the first week students will be assigned one day of the week to attend class for the remainder of the semester. **Students must properly wear a mask during the entire class period.** Students attending in person should be on time to class on their assigned day. After 15 minutes any open seats for the day will be offered to other enrolled students on a first come basis. If you will not be attending class, please let me know in advance so I can offer your seat for the day to another student. There will be no recordings made, the same material will be covered both days.

There will be weekly online material and discussion boards for the day students are not assigned to be in class.

The week after Thanksgiving and the final exam will be online.

Course Calendar/ Approximate Timeline (See BRIGHTSPACE BY D2L for exact due dates):

Week 1 (Synchronous online): Course Intro and Chapter 1: Introduction to Computers, Programming, and Java
Week 2: Chapter 2: Elementary Programming
Week 3: Chapter 2: Elementary Programming and Chapter 3: Selections
Week 4: Chapter 3: Selections
Week 5: Exam 1 and Chapter 3: Selections
Week 6: Chapter 5: Loops
Week 7: Chapter 5: Loops and Methods
Week 8: Exam 2 and Methods
Week 9: Methods and Reading from a file
Week 10: Methods and Single Dimensional Arrays
Week 11: Single Dimensional Arrays
Week 12: Chapter 7: Single Dimensional Arrays
Week 13: Exam 3
Week 14: Thanksgiving Week – No class
Week 15: (Asynchronous online) Dead Week Review
Week 16: Final Exam

Specific exam dates and assignment due dates will be available in the BRIGHTSPACE learning management system.

Grading Policy:

**End of Course Grade:** There are a total of 1,000 possible points in the course. End of course letter grades will be based on the number of points earned.
Points Earned | Letter Grade
---|---
900 - 1,000 | A
800 - 899 | B
700 - 799 | C
600 - 699 | D
Below 600 | F
Missing the final Exam | F

*Note: A grade of QF will be assigned to students that are failing due to non-participation in the course.

**Final Exam:** There are no exemptions from the final examination and no changes in taking the final examination. All students must take the final exam. A zero on the final exam will result in an F in the course.

**BRIGHTSPACE BY D2L (Desire2Learn):** This course will use the BRIGHTSPACE BY D2L Learning Management System. The course login page may be accessed via your mySFA account or by linking directly to d2l.sfasu.edu. BRIGHTSPACE BY D2L student support can be found at [www.sfaonline.info/supportandtutorials](http://www.sfaonline.info/supportandtutorials).

**Acceptable Student Behavior:** Classroom behavior should not interfere with the instructor’s ability to conduct the class or the ability of other students to learn from the instructional program (see the Student Conduct Code, policy D 34.1). Unacceptable or disruptive behavior will not be tolerated. Students who disrupt the learning environment may be asked to leave class and may be subject to judicial, academic or other penalties. This prohibition applies to all instructional forums, including electronic, classroom, labs, discussion groups, field trips, etc. The instructor shall have full discretion over what behavior is appropriate/inappropriate in the classroom. Students who do not attend class regularly or who perform poorly on class projects/exams may be referred to the Early Alert Program. This program provides students with recommendations for resources or other assistance that is available to help SFA students succeed.

**COVID-19 MASK POLICY** Masks (cloth face coverings) must be worn over the nose and mouth at all times in this class and appropriate physical distancing must be observed. Students not wearing a mask and/or not observing appropriate physical distancing will be asked to leave the class. All incidents of not wearing a mask and/or not observing appropriate physical distancing will be reported to the Office of Student Rights and Responsibilities. Students who are reported for multiple infractions of not wearing a mask and/or not observing appropriate physical distancing may be subject to disciplinary actions. [https://www.cdc.gov/coronavirus/2019-ncov/prevent-getting-sick/cloth-face-cover-guidance.html](https://www.cdc.gov/coronavirus/2019-ncov/prevent-getting-sick/cloth-face-cover-guidance.html)  [https://www.cdc.gov/coronavirus/2019-ncov/prevent-getting-sick/social-distancing.html](https://www.cdc.gov/coronavirus/2019-ncov/prevent-getting-sick/social-distancing.html)

**Academic Integrity (A-9.1)** Academic integrity is a responsibility of all university faculty and students. Faculty members promote academic integrity in multiple ways including instruction on the components of academic honesty, as well as abiding by university policy on penalties for cheating and plagiarism.

Please read the complete policy at [http://www.sfasu.edu/policies/student-academic-dishonesty-4.1.pdf](http://www.sfasu.edu/policies/student-academic-dishonesty-4.1.pdf)

If in my judgment an instance of academic dishonesty on an exam has occurred, a grade of zero will be assigned and a minimum of one (1) letter grade will be lost in the course grade. **Using work from a previous semester is considered a violation of this policy even if the work is your own. If you are repeating the course, repeat the work.** Please note that being in possession of a cell phone or other electronic device during an exam will result in an examination grade of zero. A student found cheating on an examination may not drop the course. If in my judgment a student is found cheating on any part of a homework assignment or quiz, the student will receive negative points equal to the value of the entire homework/quiz. A negative grade will not be replaced by any possible bonus assignment. **I consider the person who did the work (homework, quiz, test) and the person copying the work as both cheating.** Do your own work. Do not share your work with others. A course grade of F may be assigned depending on the situation.

**University Drop Policy:** The official university add/drop policy is located at: [http://www.sfasu.edu/policies/course-add-drop-6.10.pdf](http://www.sfasu.edu/policies/course-add-drop-6.10.pdf). If you have questions concerning registration, add/drop or the withdraw process, contact the Registrar at (936) 468-2501 or E-mail: REGISTRAR@SFASU.EDU The Registrar is located on the 2nd floor of the Rusk building.
Withheld Grades, Semester Grades Policy (A-54): Ordinarily, at the discretion of the instructor of record and with the approval of the academic chair/director, a grade of WH will be assigned only if the student cannot complete the course work because of unavoidable circumstances. Students must complete the work within one calendar year from the end of the semester in which they receive a WH, or the grade automatically becomes an F. If students register for the same course in future terms the WH will automatically become an F and will be counted as a repeated course for the purpose of computing the grade point average.

Students with Disabilities
To obtain disability related accommodations, alternate formats and/or auxiliary aids, students with disabilities must contact the Office of Disability Services (ODS), Human Services Building, and Room 325, 468-3004 / 468-1004 (TDD) as early as possible in the semester. Once verified, ODS will notify the course instructor and outline the accommodation and/or auxiliary aids to be provided. Failure to request services in a timely manner may delay your accommodations. For additional information, go to http://www.sfasu.edu/disabilityservices/.

Acceptable Student Behavior: Classroom behavior should not interfere with the instructor’s ability to conduct the class or the ability of other students to learn from the instructional program (see the Student Conduct Code, policy D-34.1). Students who disrupt the learning environment may be asked to leave class and may be subject to judicial, academic, or other penalties. This prohibition applies to all instructional forums, including electronic, classroom, labs, discussion groups, etc. The instructor shall have full discretion over what behavior is appropriate/ inappropriate. Students who do not attend class regularly or who perform poorly on class projects/exams may be referred to the iCare Early Alert Program. This program provides students with resources or assistance that is available to help SFA students succeed.

Computing Laboratory Usage: Students who utilize equipment in university computing laboratories are expected to read and abide by all posted policies for the laboratories

Computer Science Program Accreditations The Bachelor of Science degree with a major in Computer Science is accredited by the Computing Accreditation Commission (CAC) of ABET, Inc., http://www.abet.org., the recognized accreditor of college and university programs in applied science, computing, engineering and technology. ABET accreditation demonstrates a program’s commitment to providing its students with a quality education.

Computer Science Program Learning Outcomes & Objectives The computer science curriculum is designed to allow the future computer specialist to obtain a broad education coupled with detailed knowledge in computer science sufficient to lay a foundation for professional competence in the computing field. Non-specialists may also take computer science courses that will acquaint them with computing capabilities applicable to their main field of endeavor. Students majoring in the Department of Computer Science may access program educational objectives and outcomes at http://www.sfasu.edu/academics/colleges/sciences-math/computer-science/about/accreditations

Student Learning Outcomes/Educational Objectives:
Upon successful completion of the course, students should be able to:
1. Demonstrate a fundamental knowledge of computer organization, computer operation, and the information hierarchy.
2. Apply the software life cycle to specific problems in such disciplines as business, mathematics, science, and engineering.
3. Perform problem analysis and program design using tools such as pseudocode, structure charts, and flowcharts.
4. Apply the features of a modern widely-used programming language in implementing solutions to well described problems. These features include declaration of data types and fundamental data structures, application of control structures (sequence, selection, repetition), utilization of I/O and file handling, development of structured program organization (subprograms with parameters), and inclusion of documentation.
5. Use operating systems tools (command system, editor, compiler, linker and loader) in single-user and/or multi-user environments.
6. Create appropriate test data and apply debugging and testing strategies.
7. Demonstrate a knowledge of fundamental computing terminology.
8. Demonstrate an understanding of the role of computing in society