

Syllabus CS 149D

Elements of Computer Science

Spring 2006

Lecture: 3 hours, 3 credits
Monday, 2:00-2:50, Wed. 2:00-3:50, Hughes 1117

Lab: Monday 3:00--3:50, Hughes 1115

Prerequisites: MATH 102M or equivalent

Instructor: C. M. Overstreet

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Office Hours: 2:00—3:30 p.m., Mon., Wed. Other hours by appointment

Class Web Site: <http://www.cs.odu.edu/~cmo/classes/cs149fa04/index.html>

Texts: Glenn Brookshear, *Computer Science: an Overview*, Addison Wesley, 2000
Delores Etter, *An Introduction to C++ for Engineers and Scientists*, 8 ed., Prentice hall, 2005

Course Description:

This course is intended for non-computer science majors and prospective computer science majors. No previous computing or programming experience is assumed. Topics include: history of computing, basics of the Internet and the World Wide Web, basic computer hardware, programming environments, programming concepts (including variables, expressions, assignment, and control flow), and introductory software engineering concepts. Emphasis will be on the ability to write simple programs in C++. Concepts are introduced both through formal lectures and exposure to a programming environment.

This course is designed as an introduction to computing and computer science. On the one hand the course aims at familiarizing you with the Internet and the World Wide Web. A second goal is acquaint you with how computing may be used in your field. The third goal is to make you knowledgeable about societal issues related to computing.

The mastery of one set of computer science concepts will be reinforced by 3 to 5 programming assignments of graduated difficulty. The programming language used throughout the course is C++. The C++ language will be introduced in class in direct support of the material taught. No prior exposure to C++ is assumed or required.

Grading:

Two intermediate tests:	30%
Programming assignments:	15%
Lab assignments	15%
Homework	15%
Final examination:	25%

Additional Notes:

This course has a strong practical flavor. The students should expect to spend a significant amount of time working in the computer lab on assignments.

Past experience with CS149D shows that student performance is usually strongly correlated with class participation. Many assignments will be given in the associated lab and attendance is required.

Late assignments may/may not be penalized or accepted on a case-by-case basis. All assignments should be turned in on time. If extenuating circumstances do arise, you should make the instructor aware of potential problems before assignments are due.

Honor Code: The honor code applies to all project components and examinations; while verbal discussion among individual class members is encouraged, any work turned in for a grade should be the work of the person turning the component in for credit. Design, test data and code sharing is a violation of the honor code. Any work you turn in for credit must be your own.

Students with Special Needs: If you have special needs (e.g., visual, mobility-related), you should let the instructor know so that appropriate accommodations can be made.