

# CS 140-01 – INTRODUCTION TO COMPUTER SCIENCE, FALL 2017

## COURSE INFORMATION

Instructor : Prof. Sampath Jayarathna, Web: <http://www.cpp.edu/~ukjayarathna>  
Contact : Office: 8-46, Email: [ukjayarathna@cpp.edu](mailto:ukjayarathna@cpp.edu), Phone: (909) 869-3145  
Office Hours : Monday and Wednesday, 3.00 PM – 5.00 PM, or email me for an appointment  
Schedule : Monday and Wednesday, Room: 8-345, Time: 6.00 PM – 7.50 PM  
Website : <http://www.cpp.edu/~ukjayarathna/courses/f17/cs140>  
Piazza : [www.piazza.com/cppomona/fall2017/cs140/home](http://www.piazza.com/cppomona/fall2017/cs140/home)  
Blackboard : <https://blackboard.cpp.edu/>  
Prerequisites : Eligibility for MAT 114 or instructor's consent.

## WHAT IS THIS COURSE ABOUT?

This course will cover basic concepts of computer science and Java fundamentals including primitive data types, operators, expressions, control structures, console I/O, file I/O, strings, and arrays. Problem solving techniques and input validation will also be covered.

## WHAT WILL YOU GET FROM THIS COURSE?

- Competence at using basic elements of the Java language including primitive data types, operators, and expressions.
- Competence at using control structures for selection and iteration.
- Ability to read from and write to files and the console.
- Ability to perform formatted output.
- Ability to use predefined classes and methods.
- Ability to perform operations using strings.
- Ability to write and use static methods.
- Competence at basic algorithms: summing, finding extrema, counting occurrences.
- Understanding of simple sorting and searching.

## REQUIRED/OPTIONAL MATERIALS:

- **Required textbook.**
  - Tony Gaddis, STARTING OUT WITH JAVA – From Control Structures through Objects, 6<sup>th</sup> edition. Addison-Wesley, 2016. ISBN-13: 978-0133957051
- **Bring Your Own Device (BYOD).** You must have a computing device (Laptop, Tablet, or Phablet), we will do some activities in class and you should have a device in class to fully participate.

## TENTATIVE COURSE SCHEDULE

**Topics:** The tentative topics (based on the Text book chapters) are as follows. Topics and specific course activities may change as needed. PowerPoint slides will be available on the course web page after each lecture.

Chapter 1: Introduction to Computers and Java

Chapter 2: Java Fundamentals

Chapter 3: Decision Structures

Chapter 4: Loops and Files

Chapter 5: Methods

Chapter 7: Arrays, Searching and Sorting

## WHAT YOU CAN EXPECT FROM ME:

I have an open-door policy i.e., office visits. My posted office hours are times when I will make concerted effort to be available. Occasionally administrative meetings or emergencies may interfere with these posted times. The open-door policy is: if my door is open, I am in and welcome walk-in visitations. I am committed to supporting students with disabilities. If you have challenges related to these issues or others I want to work with you to help you succeed. Please come and talk to me, since only you can properly communicate your situation to me.

## WHAT YOU CAN GIVE TO THE CLASS:

It is extremely important for you to be engaged in the course. Otherwise, you will fall asleep and wonder what happened to your tuition dollars. So, I encourage you to ask questions during lecture and actively participate at the piazza forum. For the first few weeks, when asking a question at the class, state your name so that I know who you are.

**Cell phones and Tardiness:** You may have cell phones in class, but they must be on mute, or airplane mode and not answered until the end of class. You are expected to arrive on time so that you do not cause a disruption in the middle of class. I would like to start the class at the scheduled time. If you cannot make it on time or want to leave early for some reason, please let me know. Persistent tardiness will be noted.

## COMMUNICATION

**Piazza:** All questions will be fielded through Piazza. The primary benefit is that for many questions everyone can see the answer and other students can answer as well. I will endorse good student responses. Additionally, I expect you to actively participate in online discussions at Piazza. You can post public or private messages that can only be seen by the instructor. You will be signed up with your cpp email, but you may switch to another email.

**Blackboard:** Blackboard will be used primarily for grade dissemination.

**Email:** If you send email to me, please be sure to include your name and the course number in the body of the e-mail. You should also use an appropriate subject line that looks like “CS140-HW1” etc. Failure to follow these guidelines may result in delayed response. *Again, email should only be used in rare instances*, I will probably point you back to Piazza if you have a question related to course materials and/or relevant to other students in the class.

## COURSE ACTIVITIES

The scores you receive on the various graded tasks in the class will be weighted as follows:

35%	Final Exam (Final is comprehensive): <i>Monday, December 04, 6.00pm – 8.00pm</i>
25%	Midterm Exam: <i>Wednesday, October 25 during class time</i>
15%	Homework Assignments (5)
15%	Programming Projects (2)
10%	Quizzes (or in-class exercises)
100%	Your Total Score for the class

**Programming Projects:** The project is an opportunity to tackle a more challenging programming assignment. Details, requirements and submission information will be on the course website. We will have 2 individual programming projects, total of 15% of your overall grade.

**Final Exam:** The final exam is comprehensive, closed books and will be held on **Monday, December 04 from 6.00 pm to 8.00 PM**. You may bring one standard 8.5" by 11" piece of paper with any notes you deem appropriate or significant (front and back).

**Midterm Exam:** The midterm exam will be held on **Wednesday, October 25 during class time**. For both exams, no iPads, iPhones, Blackberries, Android phones/tablets are allowed. Standard calculators are allowed.

**In class Quizzes:** Attendance in class and participation in the discussion are both important to your success in the course. As one crude measure of your participation and course preparation, you will have several quizzes (or in-class exercises) spread across the quarter. I will use them to gauge what topics we need to devote more time to and as an indicator that you were in class.

**Homework:** We will have 5 homework assignments, each worth 3% of your overall grade.

## GRADES

Final course grades are based on the overall average. You are guaranteed a grade based on a 10% window (e.g., 90-100% is an A). Overall class grade (not the individual grade) windows may be increased in size if the instructor finds it appropriate.

Notes: Final score in % will be rounded to the nearest whole number. Assigning + or – grades may be made at instructor’s discretion.)

A: 90-100, B: 80-89, C: 70-79, D: 60-69, Fail (Grade F): 0-59

**Grading correction:** Bring any assignment or exam grading correction requests to the instructor within 1 week of receiving the grade, or before the end of the quarter, whichever comes first. After that, your grade will not be adjusted. If you find a mistake in grading, please let the instructor know. Your grade will not be lowered.

## ATTENDANCE, MAKE-UPS AND LATE POLICIES:

**All projects, homework assignments, are due at the beginning of class in all required forms (e.g., paper and/or submit on blackboard) on the due date.** Changes to a submission's due dates will be avoided because they are unfair to those students who have organized their time to complete the assigned work. Individual accommodations will be discussed if you have a valid medical excuse.

Programming project due dates will be set to give ample time for completion of the project and will not be extended save for the unexpected and unlikely major, long-lived catastrophe. Start projects early--last minute computer malfunctions will not be accepted as a reason for delaying a project due date. *Unless otherwise noted, all programming projects should be submitted via the Blackboard at the beginning of the class.*

Unless otherwise specified by the instructor, only the final exam will be comprehensive, covering material from the entire course. There are no makeups or rescheduling of exams unless you have a plausible reason with appropriate document or verification for absence. Rescheduling of exams must be arranged at least one week in advance. An exam/quiz missed without an acceptable excuse will be recorded as a grade of zero (0). Please also be aware that no electronic devices are allowed during the exam, including but not limited to cell phones, Blackberries, PDAs, iPods, MP3 players, calculators, cameras, programmable watches, earphones, and Bluetooth devices.

For both Programming projects and Homework assignments, each late submission will incur a 5 points penalty per day. A missed submission without an acceptable excuse will be recorded as a grade of zero (0). No submission will be accepted after 3rd day and will be recorded as a grade of zero (0). There will be no makeup for programming projects and homework assignments. *Unless otherwise noted, all homework assignments should be submitted on paper at the beginning of the class.*

## ACADEMIC OFFENSES

Scholarly dishonesty, especially plagiarism, will not be tolerated. Plagiarism is defined as "Failing to credit sources used in a work product to pass off the work as one's own. Attempting to receive credit for work performed by another, including papers obtained in whole or in part from individuals or other sources." Students found to have engaged in plagiarism will be punished severely, typically earning an automatic F in the course and being reported to the Office of Student Conduct and Integrity. The Office of Student Conduct & Integrity investigates issues of student misconduct to determine if there has been a violation of the Student Conduct Code. If students are found responsible for a violation, students receive educational sanctions which can range anywhere from warnings to expulsion from the California State University system.

For the homework assignments and projects, you may talk to any other class member or work in groups to discuss the problems in a general way. However, your actual detailed solution must be yours alone. If you do talk to other students, you must write on your submission who it is that you discussed the problems with. Your submitted work must be written solely by you and not contain work directly copied from others.

**Homework Assignments/Programming Projects Collaboration Clarification:** To clarify, your homework assignment/project is yours alone and you are expected to complete each independently. Your solution should be written by you without the direct aid or help of anyone else. However, I believe that collaboration and team work are important for facilitating learning, so I encourage you to discuss problems and general problem approaches (but not actual solutions) with your classmates. If you do have a chat with another student about a problem, you must inform me by writing a note on your submission (e.g., Bob pointed me to the relevant

section for problem 3). The basic rule is that no student should explicitly share a solution with another student (and thereby circumvent the basic learning process), but it is okay to share general approaches, directions, and so on. If you feel like you have an issue that needs clarification, feel free to contact me.

## DISABILITY RESOURCES

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 have a physical or a learning disability, please talk to me privately and/or contact the Disability Resource Center (DRC) at 909-869-3333. The location is at Bldg 9-103 to coordinate course accommodations. For further information, visit the DRC website at <http://www.cpp.edu/~drc/index.shtml>