Valencia College Course Syllabus   2017 Fall, CRN 15460

COP 1000 Introduction to Programming
3 Credit Hours

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This is an on-line course. It is offered in a short, 6-week term, so you will have to keep up with the assignments from week to week in order to succeed.

The work you will perform for the class is:

- Project assignments
- Discussion postings and responses
- Quizzes

(All assignments must be turned in via Blackboard (http://learn.valenciacollege.edu)

We will cover the same amount of material as if the class were a conventional, face-to-face, full semester one. Please bear this in mind when planning your time and other activities.

Course Description:

From the *Valencia Catalog*:

> A hands-on introduction to analyzing, designing, coding, and testing computer programs. Students will develop algorithms for problem solving with an emphasis on good programming practices. Students will use programming techniques including control structures, files management, arrays, and subprograms to design and code basic programs using a modern computer language. Other topics include working with data, number systems, and an introduction to object-oriented and event-driven programming. This course prepares students for software development courses in programming and web development. Students with a demonstrated background in computer programming (transcript, job experience, or waiver exam) may request to have this course waived as a pre-requisite to subsequent courses through the department office.

Major Topics

These are some of the most important topics we'll cover:

- A bit about how computer programs represent numbers and strings
- Understand variables
- Use operators to perform arithmetic and logical operations

- Understand selection (if/then/else)
- Use iteration (loops)
- A bit about Object-oriented Programming
- Methods and parameters

Learning Outcomes

These set down the basic knowledge, skills and abilities you should have after completing this course. Please see the Learning Outcomes link in our Blackboard course for details. We'll be referring to these outcomes frequently during the course, as we complete in-class and homework projects.

Tools:

We will use the Processing programming environment. It's freely-available from here:

http://processing.org

The textbook is:

There is no required textbook for this class. We will use materials from the web.

Grading

Your course grade will be based on a combination of Quizzes, as well as projects. (Postings and replies are required as a part of the projects.)

Projects and Postings	70 percent
Quizzes and Exams	30 percent

The grading scale is:

90 to 100%	A
80 to 89%	B
70 to 79%	C
60 to 69%	D
Less than 60%	F

General plan of the course

Course activities

Projects

These assignments vary in complexity (and realism), with more complex projects worth more points. These are intended as individual projects, but I will entertain suggestions for team projects if you wish. I must approve any team projects in advance.   If approved, all members of the team are expected to participate and all will receive the same grade on the team assignment.

Assignments must be submitted in Blackboard by the specified time in order to receive full credit. (If you have questions about the assignments, then please contact me well before due date, or I may not get your question in time to respond helpfully.)

Projects and Postings

As a part of some projects, I will require that you post on certain assigned topics in the Blackboard Discussion Forums and that you reply politely and helpfully to some minimum number of your classmate's postings.

If you are confused or having difficulty with a project, you are expected to post questions in the Questions and Answers discussion forum in Blackboard, and to get in touch with me via e-mail. Since the backgrounds and experience levels of students in our programming classes varies widely, you may find that other students are a valuable source of assistance with programming problems and questions. (This is one big advantage of posting your question instead of or in addition to e-mailing me.)

Hands-On approach.

Program design, and programmatic thinking, as taught in this class are critical to success in a programming career. But programming must be experienced to be fully appreciated.

As the section on Projects above suggests, you will be expected to spend significant time outside of class on programming problems as well.

Quizzes and Exams

 All quizzes and exams will be administered in Blackboard.

Policies:

You are expected to abide by the college rules with respect to the integrity of your own work and with regard to plagiarism or cheating. By way of clarification: working together on a project, or asking other students questions about the assignments or programming in general IS NOT cheating, and is welcome and encouraged. Turning in someone else's work as your own, or providing someone else with your completed work, or providing unauthorized assistance on the quizzes or the exam IS cheating.

Submitted or posted code that is clearly a copy-and-paste from the Internet without proper attribution will be considered plagiarism and you will receive a grade of "F" for the course.

Makeup exams or alternative testing arrangements must be negotiated with the instructor in advance of the exam dates, except for true emergency situations.

Late assignments may be subject to a reduction in credit, as explained above.

Students with continued, and unexplained absences are subject to withdrawal according to college policies.(In an on-line courses, this means that continued active participation is expected).

How to succeed in this course

It is critical that you read the assigned materials. It is unlikely that you will succeed in the class if you do not read your assignments in a timely fashion. Assignments and postings presume that you have read the material, and are likely to be markedly less enjoyable and significantly more confusing if you have not done read the material in advance. Intelligent postings and replies assume that you have done some research on the web before responding.

I recommend that you subscribe to Blackboard discussion forums and threads as needed. Doing so will cause Blackboard to push a copy of any replies directly to your Atlas e-mail. This is useful if you are awaiting a response, since you will not have to log into Blackboard periodically to see if someone has responded. *It is also important that you check your Atlas e-mail regularly,* or forward it to an e-mail that you do check, since this is the primary way that your classmates and I have to get in touch. If you have any questions about how to do this, please get in touch (or post a question) and I will help you get this set up.

Postings and assignments have deadlines not in order to penalize students or to complicate what is likely an already busy lifestyle, but to ensure that:

- you receive timely feedback on your progress and performance,
- you are encouraged to keep up and not fall behind, and
- you are motivated to prepare for subsequent assignments by mastering concepts presented in earlier lessons.
- All students have material to which they may respond in the Discussion Forums.

Important Dates:

http://valenciacollege.edu/calendar/documents/IDCFall-Spring-Summer2015-16COMBINED11-16-15.pdf

Withdrawal Dates:

http://valenciacollege.edu/calendar/importantdates_withdraw.cfm

Withdrawal:

The last date for you to withdraw with a grade of W will be contained in the document linked above. If you withdraw after that date, you will receive a letter grade from me, based on your performance. See the Valencia catalog Withdrawal Policy for further details. Note that you are responsible for withdrawing if you choose to. Please do not assume that your instructor will automatically withdraw you if you simply stop attending. Also please note that there are financial aid implications to withdrawal, some of which could cause you additional financial liability. Please contact an adviser for further details.

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Expected Student Conduct:

Valencia is dedicated not only to the advancement of knowledge and learning but is concerned with the development of responsible personal and social conduct. By enrolling at Valencia, a student assumes the responsibility for becoming familiar with and abiding by the general rules of conduct. The primary responsibility for managing the classroom environment rests with the faculty. Students who engage in any prohibited or unlawful acts that result in disruption of a class may be directed by the faculty member to leave the class. Violation of any classroom or Valencia's rules may lead to disciplinary action up to an including expulsion from Valencia. Disciplinary action could include being withdrawn from the class, disciplinary warning, probation, suspension, expulsion, or other appropriate and authorized actions. You will find the Student Code of Conduct in the current Valencia Student Handbook.

You are expected to abide by the college rules with respect to the integrity of your own work and with regard to plagiarism or cheating. By way of clarification: working together on a project, or asking other students questions about the assignments or programming in general IS NOT cheating, and is welcome and encouraged. Turning in someone else's work as your own, or providing someone else with your completed work, or providing unauthorized assistance on the quizzes IS cheating. Quizzes are individual assignments and you may not ask anyone else for assistance in answering them.

I reserve the right to ask you to discuss and explain any aspect of a submitted assignment with me by phone or chat. This has the benefit of helping us both understand how you approached the assignment, and of further ensuring that submitted work is original, as defined above.

Makeup exams or alternative testing arrangements must be negotiated with the instructor in advance of the exam dates, except for true emergency situations.

Late assignments may be subject to a reduction in credit, as explained above.

Students with disabilities who qualify for academic accommodations must provide a letter from the Office for Students with Disabilities (OSD) and discuss specific needs with the professor, preferably during the first two weeks of class. The Office for Students with Disabilities determines accommodations based on appropriate documentation of disabilities (West Campus SSB 102, ext. 1523).

Disclaimer Statement:

The information presented in this syllabus may be modified as required by the instructor. Students will be notified of any modifications in writing.