Instructor: Dr. Mark A. Thompson, Sr.
Office: NTDP F264
Telephone: (940) 369-7055
E-mail Address: Mark.Thompson2@unt.edu
Class Location/Time: Matthews Hall 311 (Main Campus), MoWe 2:00 – 3:20 PM
Office Hours: MoWe 10:30 – 11:30 AM  TuTh 1:30 – 2:30 PM or by appointment

Every attempt will be made to answer e-mails within 24 hours. Please include CSCE 1030.001 (or your specific lab section) in subject line.


Blackboard This course will use Blackboard, a web-based course management system, to distribute course materials, communicate and collaborate online, post grades and submit assignments. You are responsible for checking the Blackboard course site regularly for class work and announcements.

COURSE DESCRIPTION
CSCE 1030 is the introductory course for the computer science, computer engineering and information technology degrees offered by the Department of Computer Science and Engineering. As such it introduces students to the broad discipline of computing while placing emphasis on developing students’ programming skills. In addition to two 1-hour 20-minute “lecture” classes per week, each student will participate in a 2-hour 50-minute laboratory session each week.

COURSE OUTCOMES
Course outcomes are measurable achievements to be accomplished by the completion of a course. These outcomes are evaluated as part of our ABET accreditation process.
1. Describe how a computer’s CPU, Main Memory, Secondary Storage and I/O work together to execute a computer program.
2. Make use of a computer system’s hardware, editor(s), operating system, system software and network to build computer software and submit that software for grading.
3. Describe algorithms to perform “simple” tasks such as numeric computation, searching and sorting, choosing among several options, string manipulation, and use of pseudo-random numbers in simulation of such tasks as rolling dice.
4. Write readable, efficient and correct C/C++ programs that include programming structures such as assignment statements, selection statements, loops, arrays, pointers, console and file I/O, structures, command line arguments, both standard library and user-defined functions, and multiple header (.h) and code (.c or .cpp) files.
5. Use commonly accepted practices and tools to find and fix runtime and logical errors in software.
6. Describe a software process model that can be used to develop significant applications composed of hundreds of functions.
7. Perform the steps necessary to edit, compile, link and execute C/C++ programs.
TOPICS (subject to change)

1. Basic CPU Architecture
2. Basic Data Types
3. Program Structure and Design
4. Algorithms
5. Comments
6. Basic Compiler understanding and operation
7. Pre-processor instructions
8. Expressions, statements and operators
9. Arithmetic and logical expressions
10. Loops and conditionals and other flow control
11. Functions
12. Arrays
13. Console I/O both C style and C++ style
14. Pointers
15. File I/O both styles
16. Strings both C-Strings and String class
17. Structures and unions
18. Command Line Arguments
19. Using libraries
20. Debugging

ADA STATEMENT

The University of North Texas makes reasonable academic accommodation for students with disabilities. Students seeking reasonable accommodation must first register with the Office of Disability Accommodation (ODA) to verify their eligibility. If a disability is verified, the ODA will provide you with a reasonable accommodation letter to be delivered to faculty to begin a private discussion regarding your specific needs in a course. You may request reasonable accommodations at any time, however, ODA notices of reasonable accommodation should be provided as early as possible in the semester to avoid any delay in implementation. Note that students must obtain a new letter of reasonable accommodation for every semester and must meet with each faculty member prior to implementation in each class. Students are strongly encouraged to deliver letters of reasonable accommodation during faculty office hours or by appointment. Faculty members have the authority to ask students to discuss such letters during their designated office hours to protect the privacy of the student. For additional information see the Office of Disability Accommodation website at [http://www.unt.edu/oda](http://www.unt.edu/oda). You may also contact them by phone at 940.565.4323.

ACCEPTABLE STUDENT BEHAVIOR

Student behavior that interferes with an instructor’s ability to conduct a class or other students’ opportunity to learn is unacceptable and disruptive and will not be tolerated in any instructional forum at UNT. Students engaging in unacceptable behavior will be directed to leave the classroom and the instructor may refer the student to the Dean of Students to consider whether the student’s conduct violated the Code of Student Conduct. The university’s expectations for student conduct apply to all instructional forums, including university and electronic classroom, labs, discussion groups, field trips, etc. The Code of Student Conduct can be found at [http://deanofstudents.unt.edu](http://deanofstudents.unt.edu).
COMPUTER SCIENCE I
CSCE 1030.001 – FALL 2017

GRADING POLICY

Your course grade will be a weighted average according to the following:

<table>
<thead>
<tr>
<th>Component</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attendance/Participation</td>
<td>6.0%</td>
</tr>
<tr>
<td>Lab Programs</td>
<td>15.0%</td>
</tr>
<tr>
<td>Quizzes</td>
<td>10.0%</td>
</tr>
<tr>
<td>Programming Assignments</td>
<td>24.0%</td>
</tr>
<tr>
<td>Midterm Exams 1 – 2 (12.5% each)</td>
<td>25.0%</td>
</tr>
<tr>
<td>Comprehensive Final Exam</td>
<td>20.0%</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>100.0%</strong></td>
</tr>
</tbody>
</table>

Note: You must pass BOTH the homework portion (attendance/participation, lab programs, quizzes, and programming assignments) AND the exam portion (midterms and final exam) with a grade of D or better in order to pass this course. Hence, an overall average greater than 60% may still result in a failing grade in some cases.

Grades will be posted on Blackboard throughout the semester to provide an ongoing assessment of student progress, though final assessment will be measured using the weighted average above. Once a grade is assigned on Blackboard, students have two (2) weeks to dispute the grade. The proper channel for grade disputes is to first go to the original grader (either the TA or IA) in an attempt to resolve the issue. If, however, a resolution cannot be reached between the student and the grader, the student shall then go to the instructor who will have the final say on the grade.

**Attendance/Participation:** Attendance/Participation grades will be based on attendance and engagement in in-class activities using iClicker Cloud. Students are expected to attend class, register with iClicker Cloud, and bring a device (e.g., smartphone, tablet, laptop computer, etc.) for polling responses in this course. Details about iClicker Cloud will be provided separately.

**Lab Programs:** Lab programs will be assigned and completed during the assigned lab section. Students must be present in the lab classroom and complete each component of the lab during the scheduled lab time to receive credit for the lab. Each lab will be graded using the average of all lab components based on a 0/50/75/100 scale for each component. In lab components where comments are required, but are either missing or unsatisfactory, a 10% grade reduction penalty will be applied to the overall lab grade. A missed lab due to tardiness or absence may result in a grade of 0 for the missed lab. There will be no make-up lab programs. However, the lowest lab program grade will be dropped.

**Quizzes:** Quizzes will be given during each lab session. A missed quiz due to tardiness or absence may result in a grade of 0 for the missed quiz. There will be no make-up quizzes. However, the lowest quiz grade will be dropped.

**Programming Assignments:** There will be approximately six programming assignments assigned during the semester. These programming assignments will be accepted up to 24 hours late and be assessed a 50% grade reduction penalty. Programming assignments submitted more than 24 hours late will not be accepted and receive a grade of 0.

**Midterm Exams:** There will be two midterm examinations given in this course. These exams will be given during the assigned lab section to assess the student’s programming ability. The dates of these exams will be posted on Blackboard and announced in class at least one week prior to the date of the exams. A make-up exam will be given at the discretion of the instructor when a student misses an exam with an excused absence. Unexcused absences on the date of an exam may result in a grade of 0 for the missed exam, so every effort should be made to attend class on the day of a scheduled exam.

**Final Exam:** There will be a comprehensive final exam during the scheduled exam time on Monday, December 11, 2017, from 1:30 PM to 3:30 PM. All students are expected to take the final exam during the scheduled time period.
ATTENDANCE POLICY

Lecture Section: Class attendance is regarded as an obligation as well as a privilege. All students are therefore expected to attend each class meeting. A student who misses class is still responsible to find out what was discussed and to learn the material that was covered and obtain the homework that was assigned on the missed day. The instructor is not responsible for re-teaching material missed by a student who did not attend class. Therefore, each student is accountable for and will be evaluated on all material covered in this course, regardless of attendance. Excessive student absences may have a negative impact on a student’s comprehension and learning. Points will be allocated towards the attendance/participation grade based on both attendance and engagement in several in-class activities using iClicker Cloud given throughout the semester. Details about iClicker Cloud will be provided in a separate document. There will be no make-up for missed polling questions, whether for an excused or unexcused absence, so it is in your best interest to make every attempt to attend each and every lecture section. If there are extenuating circumstances, please notify your instructor so that you can work together to ensure your success in learning the material.

Lab Section: Students are expected to attend and be on time for their assigned weekly lab section. Missing or being tardy to a lab may result in a zero or a lower-than-usual grade for a lab and/or quiz. If you anticipate being unable to attend your regular lab section with a valid excuse, you must contact your instructor in advance of your lab section and before the lab is closed so that an alternate lab section may be scheduled. Failure to do so may result in a zero for the lab and/or quiz, but please keep in mind that the lowest lab and lowest quiz grade will be dropped. The instructor has the final say as to whether or not an absence is excused.

ACADEMIC INTEGRITY

This course follows the Department of Computer Science and Engineering Cheating Policy. Specifically, students caught cheating or plagiarizing will receive a “0” for that particular assignment or exam for the first incident and may have a report filed into the Academic Integrity Database according to https://policy.unt.edu/policy/06-003. A second instance of cheating in this class will result in a grade of “F” for the course and follow the procedures for multiple violations of academic dishonesty, which may include additional sanctions.

Collaboration with other students is only acceptable for lab programs that are not given as part of an exam. And although you may seek assistance from your TA, peer mentors, and other students during the lab session for non-exam lab programs, you are still required to work on your own lab program and turn in your individual work to Blackboard before the lab session is complete or as directed otherwise.

Individual programming assignments (i.e., homework) given outside of the lab in this course are meant to be problem-solving exercises and must be the sole work of the individual student. You should not work with other students on shared program solutions or use program solutions found on the Internet. Specifically, you should never copy someone else’s solution or code, and never let a classmate examine your code. A sophisticated program will be used to compare your work to the work of all other students (including students in past classes). If you are having trouble with an assignment, please consult with your instructor, TAs, IAs, or peer mentors.

Misuse of iClicker Cloud, such as submitting answers for someone not in attendance in class, will be considered a violation of proper student conduct and will be treated as cheating.

In case the above description and in-class discussion of appropriate and inappropriate collaboration do not answer all of your questions, please meet with your instructor and look at the university Student Rights and Responsibilities web page.
STUDENT RESPONSIBILITY

Students are responsible for submitting the correct assignments (i.e., uploading the proper files) for each applicable assignment submission on Blackboard. In certain cases, when an assignment is submitted on time, but to an incorrect assignment location (e.g., submitting Lab 04 to Lab 05 location on Blackboard), the assignment may be assessed a 30% reduction penalty if the due date has passed. If you have any questions or concerns about your submission, please work with your instructor, TA, IA, or Peer Mentor to ensure the correct file(s) is/are submitted.

SYLLABUS REVISIONS

This syllabus may be modified as the course progresses should the instructor deem it necessary. Notice of changes to the syllabus shall be made through Blackboard and/or class announcement.

TENTATIVE CLASS SCHEDULE (subject to change):

<table>
<thead>
<tr>
<th>Week</th>
<th>Date</th>
<th>Material Covered</th>
<th>Remarks</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>8/28 — 9/1</td>
<td>Intro, Chapter 1</td>
<td>L1</td>
</tr>
<tr>
<td>2</td>
<td>9/4 — 9/8</td>
<td>Chapters 1 &amp; 2</td>
<td>L2, Q1, P1</td>
</tr>
<tr>
<td>3</td>
<td>9/11 — 9/15</td>
<td>Chapter 2</td>
<td>L3, Q2</td>
</tr>
<tr>
<td>4</td>
<td>9/18 — 9/22</td>
<td>Chapter 3</td>
<td>L4, Q3, P2</td>
</tr>
<tr>
<td>5</td>
<td>9/25 — 9/29</td>
<td>Chapter 3, Review</td>
<td>L5, Q4</td>
</tr>
<tr>
<td>6</td>
<td>10/2 — 10/6</td>
<td>Chapter 4</td>
<td>Exam 1, P3</td>
</tr>
<tr>
<td>7</td>
<td>10/9 — 10/13</td>
<td>Chapters 4 &amp; 5</td>
<td>L6, Q5</td>
</tr>
<tr>
<td>8</td>
<td>10/16 — 10/20</td>
<td>Chapter 5</td>
<td>L7, Q6, P4</td>
</tr>
<tr>
<td>9</td>
<td>10/23 — 10/27</td>
<td>Chapter 6</td>
<td>L8, Q7</td>
</tr>
<tr>
<td>10</td>
<td>10/30 — 11/3</td>
<td>Chapter 6, Review</td>
<td>L9, Q8, P5</td>
</tr>
<tr>
<td>11</td>
<td>11/6 — 11/10</td>
<td>Chapter 7</td>
<td>Exam 2</td>
</tr>
<tr>
<td>12</td>
<td>11/13 — 11/17</td>
<td>Chapters 7 &amp; 8</td>
<td>L10, Q9, P6</td>
</tr>
<tr>
<td>13</td>
<td>11/20 — 11/24</td>
<td>Chapter 8</td>
<td>L11, Q10</td>
</tr>
<tr>
<td>14</td>
<td>11/27 — 12/1</td>
<td>Chapters 9 &amp; 10</td>
<td>L12, Q11</td>
</tr>
<tr>
<td>15</td>
<td>12/4 — 12/8</td>
<td>Chapter 10, Review</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>12/11 Mon</td>
<td>Final Exam</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1:30 — 3:30</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

IMPORTANT DATES

Aug 28   First Class Day
Sep 4    Labor Day (university closed)
Oct 6    Last day to drop a course with a grade of W for courses a student is not passing.
Nov 6    Last day to drop a course with written consent of instructor.
Nov 23 – 24 Thanksgiving Break (no classes)
Dec 7    Last Class Day
Dec 11   Final Exam