

# CS113- INTRODUCTION TO COMPUTERS

## FALL 2009 SYLLABUS

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**Prerequisite:** none, general education course

**Course Description:** Introduction to computer programming together with the consideration of the impact of computers on society. Emphasis on logical problem-solving and algorithms. No credit given to students with credit for CS 151, 213 or MATH 446, 471.

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**Office:** Maria Sanford 303  
**Office Hours:** MW 3:15-4:00 PM TR 3:15 - 5:00 PM

**Textbook:** Schneider: *An Intro to Programming using Visual Basic 2008*, Prentice Hall, Seventh Edition.

**Catalog description:** Introduction to computer programming together with the consideration of the impact of computers on society. Emphasis on logical problem-solving and algorithms. No credit given to students with credit for CS 151, CS 213 or Math 446, 471. Mode 2.

**General description:** This course is an introduction to the basic principles of computer programming. It focuses on developing problem solving skills through writing programs in Visual Basic. Students learn to develop graphical user interfaces (GUI's) and use basic programming language structures to develop algorithms for solving various kinds of problems.

**Course objectives** Having completed this course successfully, the student should:

1. Be familiar with the use of computers as a prime tool in solving of common problems within various facets of our society.
2. Understand the generic principles of computer programming as applied directly to common situations.
3. Comprehend the assignment statements, event driven programming, linear execution flow, branching, and iteration to design moderate difficulty algorithms and implement them in Visual Basic programming language.
4. Use the knowledge of algorithmic functions and procedures to develop programs in application settings.
5. Demonstrate the use of these concepts and knowledge in the direct production of programs applied to diverse problem settings.

**Topics Covered:**

- Visual Basic GUI Objects (Textbox, Button, Picture Box, Label)
- Visual Basic Events (Click, Key\_Press, Key\_Down, Key\_Up, Mouse\_Down, Mouse\_Up)
- Event driven programming
- Problem Solving (Specification, Algorithm, Design, Coding, Debugging, Testing, Maintenance)
- Procedures (Subroutines, Functions, Parameter Passing)
- Decisions - Selection Control (If - statements, Select case)
- Repetition - Loops (While Loop, For Loop)

**Course Grading:**

There will be three tests (10 pt each) , five projects (10 pt each), and a final exam (20 pt).

The total of all scores will be your grade for the course.

Projects are due on the specified due dates at specified time. They must be submitted through Web Vista. If you submit project after that time but before the cut off time, there will be 2 points late penalty. After that time project is no longer acceptable.

### Evaluation:

- The grade for the course is sum of the grades received on all the tests, projects, and the final exam.

Minimum total score for each of the letter grades is given in the following table:

A	A-	B+	B	B-	C+	C	C-	D+	D	D-
95	90	87	84	80	77	74	70	67	64	60

### University Policies:

- You must take the final examination at the time specified in the course selection book.
- Please contact me privately to discuss your specific needs if you believe you need course accommodations based on the impact of a disability, medical condition, or if you have emergency medical information to share. I will need a copy of the accommodation letter from Student Disability Services in order to arrange your class accommodations. Contact Student Disability Services, room 241, Copernicus Hall if you are not already registered with them. Student Disability Services maintains the confidential documentation of your disability and assists you in coordinating reasonable accommodations with your faculty.
- In the event of a weather emergency which requires curtailment or cancellation of classes, listen to WTIC (1080 AM) or call (860) 832-3333.
- You are responsible for understanding and abiding by the University's policy on academic integrity. Information on the policy may be found at <http://www.ccsu.edu/AcademicIntegrity/>. This policy is rigorously enforced by the Department of Mathematical Sciences.

### Resources Available:

- All programs from examples and case studies are available from author's textbook web site for students and instructors at [www.prenhall.com/schneider](http://www.prenhall.com/schneider).
- If you need help, take advantage of your instructor's office hours. Do not wait until just before the first test to do so.
- Form a study group with other students in your section. Explaining solutions to homework problems and projects with each other is a good way to learn.
- Check with the department secretary, in MS 303, phone 860.832.2710 for the names of possible tutors.

**Tests** These are designed as elemental evaluation devices and to prompt the student to stay abreast of assigned topics. They will be selected from among the problems and review questions from the Textbook chapters covered by the test and from the problems discussed in class. Each test will take 60 minutes. If a student has missed a test because of a serious reason, the final exam grade scaled to 10 pt will be used instead of the missing test.

**Final exam** This will be a cumulative objective test of representative content of the entire semester's course offerings.

**Class discussion** Since the style of the class sessions will be interactive, the student is expected to come to the class with prepared questions, comments and/or application examples. The student should try (through class discussions) to adapt the computer concepts to his/her major field of study.

**Programs** The student will be assigned five programming assignments, and he/she will implement the solutions using Visual Basic. The student is responsible for constructing a set of test-data, which covers all of the possibilities inherent in that program assignment. The student must submit Form file and project file through

Web Vista. Programs are graded upon degree of success, precise implementation of the theoretic concepts, and use of appropriate program structure.

**Schedule for the projects, tests and final exam**

P1 09-18-2009 10 points                      P2 10-02-2009 10 points  
P3 10-23-2009 10 points                      P4 11-13-2009 10 points  
P5 12-05-2009 10 points

Projects should be submitted before the due dates (at 10AM). If project is up to three days late, there will be 2 points late penalty. After that time project is no longer acceptable.

Each test is 10 points.

MW class	T1 09-23-2009	T2 10-21-2009	T3 11-18-2009
TR class	T1 09-22-2009	T2 10-20-2009	T3 11-19-2009

Final exam (20 points) is scheduled by the university.

**Honesty Policy** It is expected that all students will conduct themselves in an honest manner (see the CCSU Student Handbook), and never claim work which is not their own. Violating this policy will result in a substantial grade penalty, and could result in expulsion from the University. However, students are allowed to discuss programming assignments with others and receive debugging help from others.

**Attendance** It is expected that the student will attend class sessions regularly. However, recognizing individual differences, each student is responsible for his/her own attendance and for making-up any missed study or work. Limited assistance will be offered to those with plausible reasons for absences; unexcused absences result in the student being totally responsible for make-up process.