CS120: Computer Science I
Course Syllabus – Spring 2020

Instructor:  Michael D. Wilder
Instructor E-mail:  mdwilder@uidaho.edu
Office Location:  JEB 220
Office Hours:  MWF 2:30 – 3:30
Course Website:  http://www2.cs.uidaho.edu/~mdwilder/cs120

Catalog Description:  Fundamental programming constructs, algorithms, and problem-solving; Fundamental data structures, overview of programming languages, virtual machines; Introduction to language translation, declarations and types, abstraction mechanisms, and object-oriented programming.  This course includes a lab.  Prerequisites: Math 143 with a grade of C or higher or CS 112 with a grade of B or higher; or sufficiently high ACT, SAT, or Math Placement Test score to qualify for Math 170.


This course is an introduction to computer programming.  C/C++ will be the language used to complete assignments and labs, but we will be covering general concepts that apply to a majority of programming languages.  The goal is to help you become a better programmer in any language, and to make it easier for you to learn new programming languages, particularly imperative, procedural, and object-oriented programming languages.

Programming computers is often a challenging endeavor.  Don’t be afraid to ask questions and get help.  The Computer Science department has a number of resources that are available to help you learn the material in this course:

•  Ask your TA during lab.  Questions you ask your TA don’t have to refer to the labs.  Feel free to ask your TA about homework assignments, lectures, etc.

•  Go to the Computer Science Assistance Center (CSAC) in JEB 211.  The CSAC is staffed with CS students, including your lab TA, from 9-5 Monday through Friday.  The staff in the CSAC are CS undergraduate and graduate students who are there to answer your questions.  They have all taken this course before.  The CSAC is also a computer lab, so you can work on your assignments there.

•  Talk to your colleagues who are taking the course.  If you are stuck on a problem, ask your colleagues.  Collaboration is encouraged, but you must turn in your own code.

•  We have arranged for Supplemental Instruction (SI) for this course.  The SI program is designed to increase your likelihood of success in this course.  Your SI instructor is Trevor Griffin.  Trevor will attend course lectures and meet periodically with students to iron out any difficulties that you may have.

•  See your instructor during his office hours.  He has taken this course before and has taught it more than a few times.  His office hours are listed in bold typeface near the top of this syllabus, and are also listed on the course website.
**Course Structure:** This course meets three times a week. You are required to attend a lab once a week. There is usually a programming assignment due every week, and a lab assignment that is to be completed during the prescribed lab time. There will be a brief quiz at the end of each lab.

**Grading Schema:**

<table>
<thead>
<tr>
<th>Component</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>Two 50-minute exams (15% each)</td>
<td>30%</td>
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<tr>
<td>Final Exam</td>
<td>20%</td>
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<tr>
<td>Quizzes</td>
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<td>Labs</td>
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<tr>
<td>Assignments</td>
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<td><strong>Total</strong></td>
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The letter grade that you earn in this course will be determined from the following scale:

- 100% – 90%    A
- 89.9% - 80%    B
- 79.9% - 70%    C
- 69.9% - 60%    D
- 59.9% - 0%     F

The instructor reserves the right to adjust these percentages lower if necessary.

**Assignments:** There will be a programming assignment and a lab assignment typically every week. In some cases previous assignments will be expanded upon in future assignments, so it is imperative that you do not skip any assignments. Assignments will be submitted through BBLearn. All programs you submit must represent your own work. You are encouraged to ask questions and collaborate with your colleagues, but all work that you submit must be entirely your own. All programs that you submit must compile and be accompanied by sample output. All programs you submit must start with a comment containing your name, your course section number, the date it is submitted, and the current assignment number (if applicable). All programs you submit should be adequately commented, should contain descriptive variable names, and should be partitioned into functions (or methods) where appropriate. You must test your programs to demonstrate that they behave correctly under reasonable conditions.

**Late Assignments:** Assignments are due on (or before) the day and time specified in the assignment narrative. Late assignments will not be accepted without a Very Good Excuse. A Very Good Excuse almost always contains a written note from a legal, medical, or university authority detailing reasons why you were not able to meet the deadline for that assignment. All submitted assignments must run and must be accompanied by output demonstrating the behavior of the program. If you submit a program that runs but only meets some of the assignment criteria, you may earn partial credit for that assignment. If you submit a program that does not run, you will not earn any credit for that assignment.

**Labs:** There will be separate assignments for the labs. Most of these will be submitted through BBLearn. You are required to submit the assignment for the lab before leaving the lab. Lab attendance is mandatory. In most cases the lab assignment will be posted prior to the start of the lab so that you may get a head start on the lab if you choose. It is acceptable to complete a lab assignment before the start of the lab, turn it in at the beginning of the lab, and leave the lab early.
**CDAR Reasonable Accommodations Statement:** Reasonable accommodations are available for students who have documented temporary or permanent disabilities. All accommodations must be approved through the Center for Disability Access and Resources located in the Bruce M. Pitman Center, Suite 127 in order to notify your instructor(s) as soon as possible regarding accommodations needed for the course.

- Phone: (208) 885-6307
- E-mail: cdar@uidaho.edu
- Website: www.uidaho.edu/current-students/cdar

**University of Idaho Classroom Learning Civility Clause:** In any environment where people gather to learn, it is essential that people feel as free and safe as possible in their participation. To this end, it is expected that everyone in this course will be treated with mutual respect and civility, with an understanding that all of us (students, instructors, professors, guests, and teaching assistants) will be respectful and civil to one another in discussion, in action, in teaching, and in learning. Should you feel that our classroom interactions do not reflect an environment of civility and respect, you are encouraged to meet with your instructor during office hours to discuss your concern. Additional resources for expression of concern or requesting support include the Dean of Students office and staff (885-6767), the UI Counseling and Testing Center’s confidential services (885-6716), or the UI Office of Human Rights, Access, and Inclusion (885-4285).

**Computer Science Support:** For technical issues involving computing equipment or other resources administered by the Computer Science department, please contact cshelp@uidaho.edu.