CSCI 222 – Computer Programming I
Course Syllabus

Professor: Dr. Bill Manaris

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Course Description: An introduction to computer programming. Topics include data types, variables, assignments, control structures (selection and iteration), arrays, object-oriented analysis and design of software, classes, and the use of class libraries.

Each student must have completed MATH 111 or an equivalent or higher course, and must be enrolled in or have completed CSCI 220 (Computer Programming I). Students are expected to be familiar with MS Windows.


Additional materials will be made available via handouts and the class webpage at http://www.cs.cofc.edu/~manaris/ (follow CSCI 220 link).

Learning Goals:
• To learn the fundamentals of procedural and object-oriented analysis and design.
• To learn the features of procedural and object-oriented programming.
• To learn the implementation of these features in the Python language.
• To reinforce and practice the concepts encountered in the lecture course.

Grading: To receive a passing grade for the course, you must average a passing grade on each of the following: assignments and tests. There will be no final exam.

Scale: A: 90-100; B: 80-89; C: 70-79; D: 60-69; F: <60. The grades of B+/-, C+/-, and D+/- may be given at the professor's discretion.

Final Grade Computation: Lab assignments 50%, Tests (3) 50%.

Collaboration Policy: You must do your assignments alone (or with your teammates, for group assignments). You are not allowed to discuss assignments and possible solutions with any person other than the instructor. Any violation of the above rules is an honor offense. See The Honor System of the College of Charleston and the Student Code of Conduct (www.cofc.edu/student-life/handbook/), especially sections on Cheating, Plagiarism (pp. 10-11), and Computer Use (p. 13).
• On assignments you will be asked to identify the person(s) you received help from, if any.
• In-class exercises, when identified as collaborative, are excluded from the above.
Other Policies: Tests:
- Attendance at tests is mandatory. Students must complete tests with no discussion or sharing of information with other students.
- Calculators, computers, cell phones, etc. may not be used during a test.

Classroom:
- You should turn off all electronic devices (e.g., cell-phones, pagers, etc.) during class.
- You are expected to attend all classes. Regardless of actual attendance, you are responsible for announcements made in class, assignment due dates, etc.
- You are expected to participate in class with questions and invited discussion. However, you should respect your classmates right to learn; see Student Handbook section on Classroom Code of Conduct (pp. 49-50).

Assignments:
- Programming assignment grades will be based on creativity/originality, design, style as well as correctness of result.
- Reading provided feedback is essential in learning. Upon return of graded work, you have one week to ask questions about your grade.
- Do not submit programs with syntax errors. They may receive a failing grade.
- Submission instructions will be provided for each assignment.

Late Policy:
- Adequate time will be provided to complete your work in lab. If you run out of time, partial credit will be given. No late assignments will be accepted.