

CSCE 1010 Course Syllabus

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Office Hours:	Tuesday and Thursday: 11:30 am to 12:30 pm am Monday and Wednesday 10:30 am to 1:00 pm
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Class Meeting	MW 9:30 – 10:20 DP D215
Lab Meetings	301 M 2:30 – 5:20 pm DP F218 304 F 11:30 – 2:30 DP F218 305 W 11:30 – 2:20 DP F218

Textbook:

Blown to Bits -- Your Life, Liberty, and Happiness After the Digital Explosion. Hal Abelson, Ken Ledeen and Harry Lewis. New York: Addison-Wesley, 2008.

Available on-line at no cost. (www.bitsbook.com)

Course Description:

CSCE 1010, is an introduction to computing based upon University of California Berkeley's Beauty and Joy of Computing course (bjc.berkeley.edu), which is itself a realization of the CS Principles curriculum framework (csprinciples.org). As such, CSCE 1010 is available to all UNT students no matter their major or year in school. CSCE 1010 has no course prerequisite other than paying tuition.

CS Principles Big Ideas:

The CS Principles curriculum framework is built on seven big ideas, namely

1. **Creativity:** Computing is a creative activity.
2. **Abstraction:** Abstraction reduces information and detail to facilitate focus on relevant concepts.
3. **Data:** Data and information facilitate the creation of knowledge.
4. **Algorithms:** Algorithms are used to develop and express solutions to computational problems.
5. **Programming:** Programming enables problem solving, human expression and creation of knowledge.
6. **Internet:** The Internet pervades modern computing.
7. **Impact:** Computing has global impacts.

Course Objectives

By the end of the term, each student should meet the following objectives:

1. Students will practice and enhance their creative abilities within the development of software.
2. Students will use abstraction to reduce information and detail in order to facilitate focus on relevant topics. In software this typically occurs both in designing algorithms and creating modules within their programs.
3. Students will access and summarize available data to create information and evaluate information to create knowledge.
4. Students will develop, evaluate and use algorithms in defining solutions to computational problems.
5. Students will create software that enables problem solving, human expression and creation of knowledge.
6. Students will both describe how the internet pervades modern computing and make effective and ethical use of the internet in solving problems.
7. Students will recognize, discuss and describe the global impacts of computing.

We'll talk about objectives and the use of them in class. This particular set of objectives for CS Principles comes from the National Science Foundation (NSF) and the College Board, the folks who bring us Advanced Placement (AP) exams.

Expected Student Outcomes (ABET)

Computer Engineering Students:

1. An ability to acquire and apply new knowledge as needed, using appropriate learning strategies
2. An ability to develop and conduct appropriate experimentation, analyze and interpret data, and use engineering judgment to draw conclusions
3. an ability to function effectively on a team whose members together provide leadership, create a collaborative and inclusive environment, establish goals, plan tasks, and meet objectives

Computer Science Students:

1. Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
2. Function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline.
3. Communicate effectively in a variety of professional contexts.

Information Technology Students:

1. Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
2. Function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline.
3. Communicate effectively in a variety of professional contexts.

GRADING POLICY

Your grade will be determined by a combination of written exams, Minor Assignments, Major Assignments, class participation and quizzes. The breakdown of the grading weights is:

- Participation, quizzes, and in-class essays 20%
- Minor Assignments and Labs 30%
- Explore Performance Task (Major Assignment) 10%
- Midterm Exam 20%
- Final Exam 20%

SPOT

The Student Perception of Teaching (SPOT) survey is a requirement for all organized undergraduate classes at UNT. This short survey will be made available to you at the end of the semester, providing you a chance to comment on how this class is taught. I am very interested in the feedback I get from students, as I work to continually improve my teaching. I consider SPOT to be an important part of your participation in this class.

ADA

UNT complies with all federal and state laws and regulations regarding discrimination, including the Americans with Disability Act of 1990 (ADA). If you have a disability and need a reasonable accommodation for equal access to education or services please contact the Office of Disability Accommodation.

Collaboration and Cheating

As stated in class, I insist upon collaboration among students (and even faculty?) in class and labs, as it is my belief that it provides a better learning environment. Bear in mind that you'll be asked to work in pairs in the lab, but NOT on the Explore Performance task. We'll discuss this "pair programming" paradigm more in both class and lab.

For **some** Minor assignments however, your will required to do your own work. I know that leaves a lot to interpretation, but we'll be discussing acceptable cooperation in class. In the final analysis though, if you're not sure what level of cooperation is expected/allowed, ask me or one of the TAs.

And, of course, you need to do your own work on exams as well. Here there should be no ambiguity. In case the above description, and in-class discussion of my views on appropriate and inappropriate collaboration do not answer all of your questions, please look at the university [Student Rights and Responsibilities](#) page.

Semester Schedule

The semester schedule will be provided in the Blackboard platform and reviewed regularly in class.

Other Course Policies:

- There will be no make-up exams, quizzes, or programs given in this class. However, for documented *excused absences** or *emergencies** additional time for homework or an alternate lab date may be granted. Exam makeups or substitutions may be granted as well depending on the situation. Note these exceptions are only in the case of documented excused absences or emergencies. In most cases you should contact the instructor before the absence to make proper arrangements.
- You are responsible for the information covered in class, whether you attend class or not. Individualized lectures will not be given. Please check with other class members for any notes that might have been missed during an absence. Except for the start of the term, attendance will not be taken in lecture. However, your attendance is strongly recommended to improve your opportunity to meet course objectives.
- Students should expect an "in-lab" assignment each week in lab. The assignment will be submitted before that lab session is complete. You must make arrangements in advance if you are going to miss your assigned lab section. All labs must be completed within the calendar week they are assigned. All work will be completed in lab unless otherwise instructed by your lab TA.
- There is no curve grading in this class.
- All non-lab programming assignments are due at 11:59pm on the due date. **In general, assignments will be accepted up to 48 hours late and late programming assignments will be assessed a 50% grade reduction penalty. After 48 (exactly!) hours, late programming assignments will receive a grade of zero.** Starting early on projects and other assignments is strongly encouraged. Students typically have great difficulty completing their projects in one night the day before they are due. Copying all or part of another person's program is strictly prohibited and will result in a grade of zero. Supplying printed or electronic copies of your homework to other classmates will also result in a grade of zero. All assignments will be submitted through the class website on Blackboard.
- All pertinent information about the class (assignments, exam reviews, sample code, written topic discussions, and day-to-day event schedule) is available via the class webpage. If there is ever a question as to when something is due, or an additional copy of a course document is needed, ALWAYS check the class webpage. If you feel there is incorrect or there is missing information on the class website, email the instructor about the problem immediately. Electronic mail (email) will be a major means of communication with the instructor outside of actual classroom discussions.

- Please keep this information sheet handy during the semester and always periodically check the class homepage for any course information, including scheduling of programming assignments, exams, and exam reviews.

* Excused Absences: Students are expected to schedule routine appointments and activities so as not to conflict with attending class. However, some absences cannot be prevented. In the event of a medical emergency or family death, students must request an excused absence as quickly as feasible following the emergency. Use common sense. Students must provide documentation that verifies an emergency arose.

* Emergencies: By definition, emergencies cannot be planned for. Your instructor attempts to make accommodations in these instances that allow for making up missed work and completion of the course in a timely manner. Among these emergencies are:

- A death in your immediate family.
- An accident or illness requiring immediate medical treatment and where a doctor has indicated attending class is impossible or inadvisable.
- Employees who are on call 24/7 fall in this category but must document that they were called during a scheduled class.