CSCE 1030.001: COMPUTER SCIENCE I  
Summer 2020

Course Instructor: Dr. Pradhumna Shrestha

Office: NTDP F265

E-mail Address: pradhumna.shrestha@unt.edu
- Include CSCE 1030.021 in subject line
- Always use your official UNT email address

Class Time: TuTh 3:30 PM – 6:20 PM

Class Zoom Link: https://unt.zoom.us/j/833511929

Office Hours: Online by appointment

Office Hours Zoom Link: https://unt.zoom.us/j/3251832551

Laboratory Hours: TuTh 9:30 AM- 12:20 PM

Laboratory Zoom Link: Available on Canvas

Teaching Assistants:

Name: Laavanya Rachakonda  
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Name: Seema Aarella  
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Name: Solomon Ubani  
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Office Hours: TuTh 1:00 PM-2:30 PM

Required Textbook: We are using an e-book called zyBook this semester.

How to use zyBook for assignments?
1. Open the assignment on Canvas (NOT zyBook).
2. Click on the load assignment tab and it will take you to the Zybook page.
3. For the first time only, subscribe.
   - Click on your zyBooks link in your learning management system  
     (Do not go to the zyBooks website and create a new account)
   - Subscribe
4. Complete your assignment.
5. Press Submit on Canvas. You will not get any points until you do this.
6. Verify your grade on Canvas for the assignment. It’s auto-graded and hence should appear immediately. If the grade shows a zero, something went wrong.


**Canvas**
This course will use the Canvas learning management system (LMS) to distribute course materials, communicate and collaborate online, post grades, and submit assignments. You are responsible for checking the Canvas 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 2-hour 50-minute “lecture” classes per week, each student will participate in two 2-hour 50-minute lab sessions each week.

**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 CStrings and String class
17. Structures and unions
18. Command Line Arguments
19. Using libraries
20. Debugging

**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.

**ABET PROGRAM OUTCOMES**

Computer Engineering Students:
1. An ability to identify, formulate, and solve complex engineering problems by applying principles of engineering, science, and mathematics.
2. An ability to acquire and apply new knowledge as needed, using appropriate learning strategies

Computer Science Students:
1. Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
2. Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program’s discipline.
3. Apply computer science theory and software development fundamentals to produce computing-based solutions.

Information Technology Students:
1. Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
2. Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program’s discipline.

**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. 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).

**GRADING POLICY**

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

- Attendance/Class Participation 5.0%
- Participation Activities 5.0%
- Challenge Activities 10.0%
- Lab Assignments 10.0%
- Projects/Homework Assignments 1-2 (2.5% each) 5.0%
- MidTerm/Programming Exam 1 30.0%
- Final/Programming Exam 2 35.0%

Note: **You must pass BOTH the programming exam portion AND the non-exam portion (participation activities, challenge activities, lab assignments, and projects) 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 Canvas 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 posted on Canvas, students have one week 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.

**Participation and Challenge Activities:** The participation and challenge activities grades will be based on the timely completion of assigned Participation Activities and Challenge Activities, respectively, in the required zyBook e-book.

**Lab Assignments:** Lab assignments will be assigned and must be completed by the deadline.
The Zoom Links for the lab sessions will be available on Canvas. You may choose to complete the assignment on your own without attending any online sessions as well, however, no help will be provided with the lab assignments outside the scheduled time.

Each lab assignment will be graded using the average of all lab components based on a 0/50/75/100 scale for each component. A missed lab due to tardiness or absence may result in a grade of 0 for the missed lab. The lowest lab assignment grade will be dropped.

**Projects:** There will be two projects 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.

Programming assignments are designed to help you practice your coding on a larger project with various pieces of functionality. While the coding should be primarily your sole work, students, however, are allowed to get assistance from their classmates when working on these assignments. If you are having trouble with an assignment, please consult with your instructor, TAs, IAs, or Peer Mentors associated with the class.

**MidTerm Exam:**
The midterm exam will be given during the assigned lab section to assess the student’s programming ability. The dates of these exams will be posted on Canvas and/or 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 will 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**
The final exam will be given during the assigned lab section to assess the student’s programming ability. The dates of these exams will be posted on Canvas and/or announced in class at least one week prior to the date of the exams. Unexcused absences on the date of an exam will 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.

**ATTENDANCE POLICY**

**Lecture Section:**
Class attendance is a graded activity and will be recorded via a Zoom poll or similar method.

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. If there are extenuating circumstances preventing you from attending the class, 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. 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. Failure to do so may result in a zero for the lab, but please keep in mind that the lowest lab grade will be dropped. The instructor has the final say as to whether or not an absence is excused.

**Make-up Labs**: If you have to miss your lab assignment due to unavoidable circumstances such as health or other university engagements, you may be granted permission to complete your lab at a different time with instructor permission. To request permission, you need to email the instructor with the following information:

- Which lab are you missing? Provide date and time.
- Why are you missing the lab? Attach documentation such as receipts, doctor’s note, etc. for proof.
- When do you want to make up the lab? Provide date and time.

Requests for make-up labs without this information will not be considered.

**CLASS NOTES AND PROGRAMMING EXAMPLES**
The lecture slides will be available on Canvas.
The programming examples provided in the class will be on the CSE servers inside my public folder. You will need an SSH client to access the server and an SFTP client to download my examples to your personal computer. I will show demonstrate in the class how to do these. An announcement will be posted on Canvas for future reference.
You can also bring your own computer in class and type along with me during the programming demonstrations.

**ZOOM SESSION VIDEOS**
All Zoom session videos of lectures will be recorded and made available to students for future reference. However, availability of these videos is a privilege and for your convenience and should not be used as an excuse to not attend classes. If you regularly miss classes, the videos may not be made available.

**ACADEMIC INTEGRITY**
This course follows UNT’s policy for Student Academic Integrity that can be found at https://policy.unt.edu/policy/06-003 as well as the Cheating Policy for the Department of Computer Science and Engineering. Specifically, the first instance of a student found to have violated the academic integrity (i.e., cheating) policy will result in a grade of “F” for the course and have a report filed into the Academic Integrity Database, which may include additional sanctions. Collaboration with other students is only acceptable for lab assignments that are not given as part of an exam. And although you may seek assistance from your TA/IA, Peer Mentors, and other students during the lab session for non-exam lab assignments, you are still required to work on your own lab assignment and turn in your individual work to Canvas before the lab session is complete, unless directed otherwise. Individual programming assignments (i.e., projects) 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. If you are having trouble with an assignment, please consult with your instructor, TAs, IAs, or Peer Mentors associated with the class. You must do your own work on participation and challenge assignments as well as exams. There should be no ambiguity here. 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 Canvas. 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 Canvas), 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 Canvas and/or class announcement.