



CSC 112: An Introduction to Programming

11:00 a.m. - 12:15 p.m.
CIS 2006 Tuesdays & Thursdays

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CIS 2031, Office Hours 11:00 a.m.-12:00 p.m. MWF, 10-11 a.m. TR, or by appointment.

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Course Description:

This class provides an introduction to programming using Alice and other graphical environments and technologies to facilitate learning. The main goal of the course is to provide students experience and confidence with concepts of computer programming that would allow them to solve meaningful problems as well as to continue in the learning and application of other programming languages. Basic ideas of program flow, logic, data structures, and object-oriented programming will be discussed with application.

Required Materials:

Programming with Alice & Java by John Lewis and Peter DePasquale.

Grades:

Homework Assignments	20%
Quizzes and Tests	25%
Projects	30%
Final Exam	20%
Class participation, discussion, and presentations.	5%

Class Policies

Quizzes and tests will cover materials presented in class, whether lecture, video, tutorial, etc., as well as material from the required text or other readings. Quizzes may include written questions and/or practicum.

General computer literacy is required for this course. Plan carefully to complete homework and projects in a timely manner. Late work will be reduced in grade by 5 points each day. There are no make-up quizzes. Please contact me in advance, if possible, if you must miss any graded work.

Unless special circumstances are involved, more than three absences will result in class failure. Students are individually responsible for keeping current with course material and assignments, and all work is to be completed individually unless otherwise noted.

Class announcements supersede posted material.

Academic honesty in all your work is required for a passing grade.

This syllabus may be subject to change with reasonable notice.