CSC 121-07 Introduction to Computer Science and Programming (4 Units)
Computer Science Department
California State University Dominguez Hills
Fall 2016

Instructor: Liudong Zuo (Ph.D.)
Email: LZUO@csudh.edu
Lecture Time & Room: MoWe 8:30AM - 9:45AM in WH F144
Office Hours: MoWe 10:20 AM - 12:00 PM, or by appointment
**Office Location:** NSM E109

Lab Time & Room: Mo 10:00AM - 11:45AM in NSM B208
Lab Instructor: Nolan Thompson
Email: nthompson33@toromail.csudh.edu
Office Hours & Location: TBD

Prerequisites: CSC 115 or equivalent and MAT 153

This class can include up to an additional 20 hours per week to complete reading, homework and programming assignments.

Text/References

Java Programming: From the Ground Up (1st Edition)
Authors: Ralph Bravaco and Shai Simonson
Publisher: McGraw-H
ISBN-10: 0073523356   ISBN-13: 978-0073523354
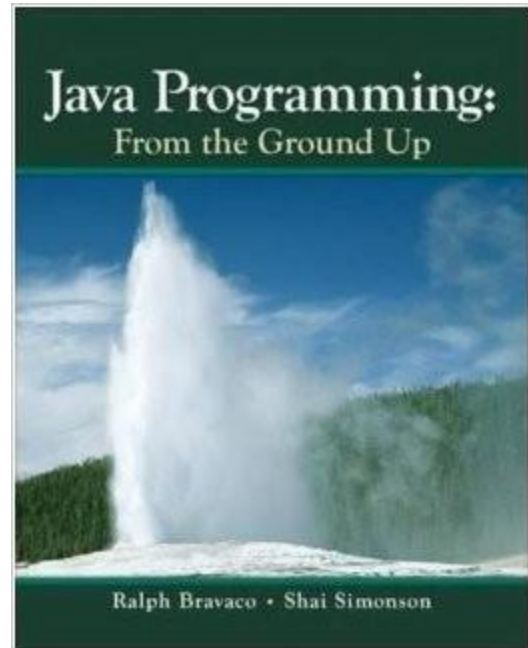
Course Description

An introduction to computers and programming using Java, a high-level structured language, including a discussion of programming constructs and data representation. Topics covered include control structures, arrays, functions, recursion, simple data structures, files, and structured program design. Elements of object-oriented design and programming are also introduced.

Course Objectives

- To understand the fundamentals of computer hardware and software.
- To learn programming and object-oriented design using Java.
- To learn a disciplined and structured approach to the development of computerized solutions to problems.
- To obtain a good foundation for further study in computer science.

Final Exam: 8:30 AM - 10:30 AM, Wednesday, Dec. 14 (subject to change)

Grading: Attendance: 5%, Quiz: 10%, Lab: 15%, Homework: 20%, Midterm: 20%, Final exam: 30% (subject to change)

Grading Scale (subject to change)

Score Range	Grade	Score Range	Grade	Score Range	Grade
96-100	A	90-95	A-	87-89	B+
83-86	B	80-82	B-	77-79	C+
73-76	C	70-72	C-	67-69	D+
60-66	D	Below 60	F	NA	

Other Policies (subject to change)

- You are strongly encouraged to attend all lecture classes and lab sessions, read and study the lecture text book, review the course lecture notes, and contribute to class discussions.
- No makeup will be given to the quizzes, midterm exam or final exam. For the homework, the later you submit yours after the deadline, the less possible points you will get. If you submit your homework within the 0-12/12-24/24-36/36-48 hours after the deadline, the points you will get is 90%/80%/70%/60% * your total points out of the full points. The hard deadline is the earlier time between 48 hours after the deadline and the homework solution post time. After that time, no points will be given. Students are allowed to discuss the homework with the other students. However, each student should finish the homework on his/her own.
- Plagiarism and cheating consequences: warning for the first time, zero points for corresponding quiz/lab/homework/exam for the second time, and "F" final grade for the third time and will be reported to the department and university.
- There might be bonus points in the quiz/lab/homework/exams or for attendance. One attendance, lowest score of your quizzes, that of your labs and that of your homework will be dropped when calculating the final overall grade.
- Classes meet on the scheduled dates and room. Attendance will be checked randomly. All electronic devices must be turned off or turned to silent mode when inside the classroom. Surfing the internet, food or drinks are not allowed in the computer lab.

Academic Integrity

Academic integrity is of central importance in this course and every other course at CSUDH. Plagiarism and cheating (e.g. stealing or copying the work of others and turning it in as your own) will not be tolerated, and will be dealt with according to university policy. The consequences for being caught plagiarizing or cheating range from a minimum of a zero grade to expulsion from the University. You are obliged to consult the appropriate sections of the University Catalog and obey all rules and regulations imposed by the University relevant to its lawful missions, processes, and functions. Students are allowed and encouraged to discuss with other students and look up resources in the literature for their assignments. However, appropriate references must be included for the materials consulted, and appropriate citations should be made when the material is taken verbatim.

Accommodations for Students with Disabilities

Cal State Dominguez Hills adheres to all applicable federal, state, and local laws, regulations, and guidelines with respect to providing reasonable accommodations for students with temporary and permanent disabilities. If you have a disability that may adversely affect your work in this class, I encourage you to register with Disabled Student Services (DSS) and to talk with me about how we best can help you. All disclosures of disabilities will be kept strictly confidential. Please note: you must register with DSS to arrange an no accommodation. For information call (310) 243-3660 or send an email message to dss@csudh.edu or visit the DSS website http://www4.csudh.edu/dss/ contact-us/index or visit their office WH D-180.

Behavioral Expectations

We all are adults so behavior rarely is an issue. Just follow the Golden Rule: "do unto others as you would have them do unto you" then everything will be fine.

The university must maintain a classroom environment that is suitable for learning, so anyone who insists on disrupting that environment will be expelled from the class.

Course Outline and Schedule (subject to change)

Week	Lectures	Labs
1	Introduction to Computers/Java (Read Chapter 1)	Introduction to Lab, Setting accounts; Writing very simple programs, using the JDK;
2	Fundamental Expressions and Data Types (Ch 2); Programming Exercise 6	Expressions: Programming Exercise 7
3	Variables, Assignment statements, Simple I/O (Ch. 3); Programming Exercise TBD	Variables, Assignment Statements, Simple I/O; Programming Exercise 10
4	Conditionals (Ch. 4); Programming Exercise 1	Processing with Conditionals; Programming Exercise 3
5	Conditionals (Ch. 4); Programming Exercise 8	Processing with Conditionals; Programming Exercise 11
6	Review and Test 1/ Repetition (Ch. 5); Programming Exercise 2	Repetition; Programming Exercise 3
7	Repetition (Ch. 5); Programming Exercise 9	Repetition; Programming Exercise 10
8	Components: Java Methods (Ch. 6); Programming Exercise 2	Introduction to Modularity and Java Methods; Programming Exercise 5
9	Simple Data Structures: Arrays and Lists (Ch. 7); Programming Exercise 1	Using Arrays; Programming Exercise 9
10	Simple Data Structures: Arrays and Lists (Ch. 7); Programming Exercise 14	Using Arrays; Programming Exercise 15
11	Review and Test 2 /Recursion (Ch. 8); Programming Exercise 1	Recursion (Ch. 8); Programming Exercise 6
12	Introduction to Object Oriented Programming (OOP), Classes and Objects (Ch. 9); Programming Exercise 2	Introduction to Object Oriented Programming, Classes, and Objects; Programming Exercise 3
13	Introduction to Object Oriented Programming (OOP), Classes and Objects (Ch. 9); Programming Exercise 8	Introduction to Object Oriented Programming, Classes, and Objects; Programming Exercise 12
14		
15	Semester Review	Review for the Final