

San Jose State University

Computer Science

CS 40 - Introduction to Computers section 1 Fall 16

Course and Contact Information

Instructor:	Kathleen O'Brien
Office Location:	MacQuarrie Hall 217
Telephone:	Please use email
Email:	kathleen@laughton.com Or contact me through Piazza
Office Hours:	TR 2:45 - 3:15 and on Piazza anytime
Class Days/Time:	TR 1200 - 1315
Classroom:	SCI 311
Prerequisites:	None

Exams

Midterm: Oct 20 (tentative)

Final: Monday Dec 19, 2016, 945 - 1200 (regular classroom)

Description

For students with little or no computer experience. Topics include: history of computing, user interfaces, computer applications, programming, hardware and software, computer networks.

Prerequisites

None

Textbook

INTRO.TO PROGRAMMING WITH GREENFOOT
AUTHOR: Michael Kolling
EDITION: 2/E
PUBLISHER: PEARSON
ISBN-13: 978-013-405429-2

Student Learning Outcomes

Upon successful completion of this course, students should be able to:

- do light duty programming
- gain an appreciation of what computer scientists do, and whether a CS major is right for you
- study the impact of computing on society (viruses, e-voting machines, use and abuse of artificial intelligence, etc. etc.)
- have fun programming with animations, images, sounds, and games

Course Mechanics

Laptops

You will be required to bring a wireless laptop to all (!) classes and exams.

Wireless network access

You use the same username/password as for my.sjsu.edu

If you do not have a SJSUOne account: Go to [SJSUOne](http://its.sjsu.edu/services/sjsuone/) at <http://its.sjsu.edu/services/sjsuone/> to sign up.

Homework submission

You will submit your homework and exams in Canvas.

Homework is due at 1 AM on the due date but you will be given a grace period until 6 AM in the morning.

If your Internet is down, find some other way to submit your work. No late work is accepted.

Start early. You may not get any help at 3 in the morning.

Course Requirements

Exams

One in-class exams (50 points) Exams cannot be made up, except for reasons of illness, as certified by a doctor, or documentable extreme emergency. Makeup exams may be oral.

Programming Assignments

An assignment almost every week. Worth between 5 and 10 points, depending on the complexity. Schedule your time well to protect yourself against unexpected problems. I suggest you ignore the official deadlines and complete the assignments 24 hours earlier. Late work is not accepted, and there is no extra credit or makeup work. All homework is due at 1AM, but I will give you an grace period and accept assignments until 8AM. Do not ask for an additional extension because your Internet went down at 7:58.

Participation and labs

I expect each student to be present, punctual, and prepared at every scheduled class. You will submit the in-class lab work to Canvas.

Final Project

One project (50 points)

Time Spent

Success in this course is based on the expectation that students will spend, for each unit of credit, a minimum of forty-five hours over the length of the course for instruction or preparation/studying or course related activities

Additional Information

Piazza

- Have a question? Ask it on Piazza
- Have an answer? Submit it.
- If you email me a question about the course material, I will repost it on Piazza and answer it there.
- Only message me with personal and confidential questions.

Grading Policy

At least	Letter Grade
93	A
90	A-
87	B+
83	B
80	B-
77	C+
73	C
70	C-
67	D+

63	D
60	D-
59 and below	F

Note that “All students have the right, within a reasonable time, to know their academic scores, to review their grade-dependent work, and to be provided with explanations for the determination of their course grades.” See [University Policy F13-1](http://www.sjsu.edu/senate/docs/F13-1.pdf) at <http://www.sjsu.edu/senate/docs/F13-1.pdf> for more details."

Assignment Weights

Homework	40%
Labs	10%
Midterm	30%
Final Project	20%

Miscellaneous Policies

Individual Work: All homework and exams must be *your own individual work*. It is ok to have general discussions about homework assignments, or read other material for inspiration. You may *never* copy anything from anyone without attribution, with these exceptions—you may copy from the textbook, the labs, or anything we do in class. For homeworks and exams, you may not copy anything from any other student at all, and you may not collaboratively produce results in pairs or teams. You must do your own work.

Publicly Viewable Work: Your class work (including homework, exam, and project work) may be viewable by other students of this course. Your grades will not be viewable by others.

Copyright of Materials: All materials created by the instructor for this course, including lectures, handouts, homeworks, exams, solutions, projects, and so on, are copyrighted property of the instructor. You may transcribe or record lectures or copy course materials for the use of yourself and other students registered in this course. You may not sell or give transcriptions or recordings of lectures or copies of course materials to others without the prior written consent of the instructor.

University Policies

"**University Policies:** Office of Graduate and Undergraduate Programs **maintains university-wide policy information relevant to all courses, such as academic integrity, accommodations, etc.**" You may find all syllabus related University Policies and resources information listed on GUP's [Syllabus Information web page](http://www.sjsu.edu/gup/syllabusinfo/) at <http://www.sjsu.edu/gup/syllabusinfo/>

Tentative Schedule for CS40 Fall 2016

Tentative Shedule CS40 Spring 2016						
Day			Lesson	Joy code video	Lab due	Homework due
1	Thurs	25-Aug	Lesson01 -Intro			
2	Tues	30-Aug	Lesson2 install software		lab1	

3	Thurs	1-Sep	Lesson 3 Intro to Greenfoot	JoyOfCode #3	lab2 - dolphin	homework 0
4	Tues	6-Sep	Lesson 4 work on hwk 2			homework 1 (asetroid)
5	Thurs	8-Sep	Lesson 5 start trick-the-turtle	JoyOfCode #4, 5, 6	lab3 trick#1	Homework 2 (Little-crab)
6	Tues	13-Sep	Lesson 6 predator	JoyOfCode #7, 8, 9	lab4 predator	Homework 2b
7	Thurs	15-Sep	Lesson 6B keyboard	JoyOfCode #10	lab5 keyboard	
8	Tues	20-Sep	Lesson 7 -your own work on hw 4	JoyOfCode #11		Homework 3 due (add to a scene)
9	Thurs	22-Sep	Lesson 8 open source			Homework 4 due
10	Tues	27-Sep	Lesson 9 sound		lab6 sound	
11	Thurs	29-Sep	Lesson 10 moving food / counter	JOC #12, 13, 14		Homework 5 due
12	Tues	4-Oct	finish lesson 10	JOC 15, 16	lab7 food and counter	
13	Thurs	6-Oct	bouncy ball 1 change image	JOC 17		Homework 6 due
14	Tues	11-Oct	bouncy ball 2 -mouse	JOC 18 &19		
15	Thurs	13-Oct	work on midterm			Homework 7 due
16	Tues	18-Oct	bouncy ball 3 draw image	JOC 20 & 21	lab 8	history report due
17	Thurs	20-Oct	bouncy ball 4 animate image	JOC 22 & 23		midterm due
18	Tues	25-Oct	Internet 1		Lab FTP	
19	Thurs	27-Oct	internet 2			
20	Tues	1-Nov	bouncy ball animation	JOC 23		Homework 8 Web
21	Thurs	3-Nov	making smoke and bouncy ball 4 text	JOC 24 & 25 & 26		Homework 9
22	Tues	8-Nov	bouncy ball 4 counter	JOC 27		Homework 10
23	Thurs	10-Nov	Breakout -counter	JOC 28 and 29(delays)		Homework 10B
24	Tues	15-Nov	Breakout - loops	LoopWord (hw JOC 30)	lab11 houses	
25	Thurs	17-Nov	Breakout - loops	JOC &31	Lab 12	Do JOC 30
26	Tues	22-Nov	finish breakout	JOC 33	lab 14 breakout finished	description of project
			Thanksgiving			
27	Tues	29-Nov	Electronic voting			
28	Thurs	1-Dec	Timing& pretty loops	JOC 29 & 32		
29	Tues	6-Dec	Work on final			
30	Thurs	8-Dec	Start final presentatio			Final project due

Final: Monday Dec 19, 2016, 945 - 1200 (regular classroom)