

Introduction to Computer Science

CSCI 100 Syllabus Spring 2018

CSCI 100 Section 00

Instructor: Michael Cassens

Office: SS 411

Office Hours: MWF 1:00-1:50 pm or by appt

Phone: (415) 787-0577

E-mail: michael.cassens@mso.umt.edu

Skype: michaelcassens

Google+: michaelcassens@gmail.com

You can contact me via TeamViewer or Zoom

URL: <http://umonline.umt.edu/>

Overview:

This class is designed to give you a good general understanding of software development and logical reasoning. This course focuses on introducing general programming concepts using multiple programming languages. This course will introduce all of these concepts through visual based and written languages. There will be a number of hands-on opportunities so that you can become proficient in using these tools. We will also gamify the course so that you can have an opportunity to earn more points.

- General Computing Concepts
- Logical Reasoning and Critical Thinking
- Multiple programming paradigms

Upon completing this course, a student will be able to:

- Understand basic logic using Code.org and Blockly
- Create projects in Scratch
- Create mobile applications in Studio Code
- Create stories and interactive programs in Alice
- Create a basic web presence using HTML markup
- Build visually interactive programs using Processing
- Understand basic constructors and program structures in Python using a game
- Understand the basic program constructs of the Python programming language
- Understand how to debug and enhance programs

Attendance:

Attendance is mandatory however I realize there are times when you must be absent. It is your responsibility to make up the work. Please give me advance notice of any absences, and I will provide you with the same courtesy.

Class consists of a single lecture session on Monday 10:00 am – 10:50 am. The labs are from 10:00-10:50 am on Wednesday and Friday, 4:00-4:50 pm on Wednesday and Friday. You are welcome to attend any of those labs. All classes are held in Social Sciences 344.

Grading:

Homework 40%

Projects 50%

Final Projects Portfolio 10%

Final Portfolios Turn In Wednesday May 9th, 2018 11:55 PM

All Assignments will be submitted through Moodle assignments. If you have trouble with your submission, please send them to

michael.cassens@mso.umt.edu

Your subject must be CSCI 100 Assignment # (e.g CSCI 100 Assignment 1)

**If you have multiple files, please zip all your files and label your file:
"CSCI100LastNameAssignment1.zip"**

Grading Scale

100-90 A, A-	79-70 C+, C, C-	59-and beyond F
89-80 B+, B, B-	69-60 D+, D, D-	

P/NP – pass/no pass, 70 or greater is passing determined by Computer Science Department policy, which is a C or better.

Late Assignments:

- Late assignments will not be accepted. Sorry for the inconvenience.

Requirements

- Required Texts:
 - **None**
 - **I will assign some readings, but there are no textbooks**
- Pre-requisites for this course: **None**
- Optional Software:
 - **Scratch**
 - **Alice**
 - **Processing 3.x**
 - **Komodo Edit (not IDE)**
 - **Python 3.6.x**
 - **PyCharm Community Edition**

Suggestions:

- It would be beneficial to read and ask as many questions as you can.
- Feel free to set up an appointment if you need help. I am here to help you understand and do well.

Collaboration:

- I encourage you all to work together through problems – make sure you comment who you worked with at the top of the page, but copying and plagiarism will not be tolerated. If you are caught cheating, I will give you an F for the course.
- Please refer to the Student Conduct Code in how this will be dealt with: http://life.umt.edu/VPSA/student_conduct.php

Incompletes:

“Incomplete for the course is not an option to be exercised at the discretion of students. In all cases it is given at the discretion of the instructor...” Some guidelines for receiving an incomplete are listed in the catalog which include having **a passing grade up to three weeks before the end of the semester** and being in attendance. **“Negligence and indifference are not acceptable reasons.”** Also note that there may be financial aid implications.

Late Drops:

The University’s policy on drops after **45** days of instruction is very specific. The Computer Science Department follows this policy rigorously. There are five circumstances under which a late drop might be approved: registration errors, accident or illness, family emergency, change in work schedule, no assessment of performance in class after this deadline. Except in very unusual circumstances, I will only approve late drops if there is documented justification for one of these circumstances.

Disabilities:

This course is accessible to and usable by otherwise qualified students with disabilities. To request reasonable program modifications, please consult with the instructor. Disability Services for Students will assist the instructor and student in the modification process. For more information, visit the Disability Services website at <http://life.umt.edu/dss/>.

Class Etiquette:

- Be respectful of your fellow classmates.
- Call me anytime if you have a question.
- Profanity and Obscenity will not be tolerated in class or assignments.

Special Dates:

- Jan 22, 2018 Classes Begin
- Feb 19, 2018 President’s Day – No Class
- Mar 19th – Mar 22nd, 2018 – I am out of town, class will be online in Moodle
- Mar 26th-30th – Spring Break
- May 7th-11th, 2018 Finals
- **Final Project Turn In: May 9th, 2018 11:55 pm**

Tentative Schedule:

Syllabus Review and Overview of the course

Week 1 Chapter 1 Introduction of Computer Concepts and Logical Reason using Code.org and Blockly

Week 2 Scratch

Week 3 Scratch II

Week 4 Studio Code

Week 5 Studio Code

Week 6 Alice

Week 7 Alice II

Week 8 HTML

Week 9 HTML – CSS – online class

Week 10 Spring Break

Week 11 HTML – JavaScript

Week 12 Processing

Week 13 Python

Week 14 Python II

Week 15 Python III

Week 16 Final Project Turn In– Wednesday May 9th, 2018 11:55 PM