

Reedley College
Fall 2012
8/13/12 – 12/14/12

Course: **IS 31 - 52510 – INTRODUCTION TO PROGRAMMING**
Class Time: TTh, 12-1:50pm – Room BUS 49
Instructor: Daniel Morales, BS/MS
Email: daniel.morales@reedleycollege.edu and daniel.morales@alumni.usc.edu
Phone: 559-638-3641 ext.3264 (if no answer: leave a detailed message)
Office Hours: Room Bus 47: MW 8-9am, TTh 10-11am, or by appointment

Text Books and Study Material:

1. Just Enough Programming Logic and Design, 1st Edition. Authors: Joyce Farrell. ISBN: ISBN-10: 1439039577 | ISBN-13: 9781439039571
2. USB Flash Drive



1. Course Description and Information

This course provides an introduction to programming using professionally recognized principles that provide a foundation for good programming techniques. This course is designed to prepare students who are interested in pursuing programming and who have no previous programming experience.

Much in Information Systems industry require a great deal of attention to detail and critical thinking skills to succeed, therefore much in this course will require you to demonstrate attention to detail and the ability to read and understand instructions.

2. Course Learning Objectives

- a. Understand the functions of computer programs
- b. Identify the various types of computer languages
- c. Identify the differences between Interpreters and Compilers
- d. Identify the techniques of program design
- e. Identify and use programming tools
- f. Create flow chart diagrams and pseudo code to design the logical processes of a program.
- g. Identify the differences between procedural and object-oriented programming.
- h. Create and debug a program using a procedural language.
- i. Create and debug a program using an object-oriented language.

3. Course Learning Outcomes

- a. Relate the importance of programming language to computer operations.
- b. Use logic designs to assist in programming processes
- c. Create a flow chart to analyze and design a computer program

- d. Create a pseudo code analysis to design a computer program
- e. Create a procedural language program.
- f. Create an Object-Oriented program.

4. **Learning Methods**

- a. Lectures
- b. Required reading
- c. Blackboard/Textbook Assignments
- d. Hands-on projects (lab work)

5. **Attendance**

Attendance is required and the instructor reserves the right to take roll at any time during the duration of the class period. To achieve successful completion of the course, it is critical for the students taking this course to attend all classes. I will drop you if you have six unexcused absences or if you have missed class for two weeks in a row. I will allow two excused absences. An excused absence is one where the student has given the instructor prior notice of the absence. Also, I will count three tardies as an absence.

6. **Readings, Assignments, Hands on Projects, and Exams**

Assigned chapters must be read prior to attending class. Students are required to complete assignments, hands-on projects, and exams on their own. In other words, you may not collaborate with fellow students.

All examinations must be completed individually. Collaborative work will not be allowed during examinations. The use of books, notes, cell phones, and other electronic devices will not be allowed during examinations, unless specifically stated by the instructor prior to the examination. Make up examinations, assignments, and hands-on projects are only granted with advanced notification.

Late assignments (multiple choice) will not be accepted. Late projects will be given partial credit. You have one week to turn in a late project, otherwise I will not accept it.

Final Exam is on Tuesday, December 11th, 2012 from 12 to 1:50pm.

7. **Outcomes Assessment**

Assignments	20%
Quizzes	20%
Hands on Projects	30%
Final Exam	10%
Participation.....	20%

Grading Scale:

90-100%=A, 80-89%=B, 70-79%=C, 60-69%=D, <60%=F

8. **Final Drop Date**

The final drop date for this class is:

- Friday, August 24th, for a refund
- Friday, August 31st, to avoid a “W”
- Friday, October 12th, to avoid a “Letter Grade”

It's each student's responsibility to drop the class if they are no longer attending or no longer interested, otherwise they risk obtaining a grade of “F” in the class.

9. **Policies**

Campus code requires that shoes or sandals and appropriate attire be worn at all times on campus. Eating, drinking, and smoking are not allowed in the classroom or computer labs. Cell phones must be turned off or in the silence/vibrating mode while class is in session. If you need to use your cell phone (to make/receive a call or to send a text message) please go outside of the classroom. No visitors are allowed while class is in session. A student will be subject to discipline if she or he:

- Prevents other students from pursuing their authorized curricular or co-curricular interests.
- Interferes with or disputes faculty and administrators who are fulfilling their professional responsibilities.
- Prevents classified employees from fulfilling their prescribed duties.

- Deliberately endangers the safety of persons or the security of college property.
- Violates Reedley College computers and networks usage policy.
- Violates Reedley College cheating/plagiarism policy.

10. Accommodations

If you have a verified need for an academic accommodation or materials in alternate media (i.e. Braille, large print, electronic text, etc...) per the Americans with Disabilities Act or Section 504 of the Rehabilitation Act, please contact the instructor as soon as possible.

11. Cheating and Plagiarism

Cheating is the act or attempted act of taking an examination or performing an assigned, evaluated task in a fraudulent or deceptive manner such as having improper access to answers, in an attempt to gain an unearned academic advantage. Cheating may include, but is not limited to, copying from another's work, supplying one's work to another, giving or receiving copies of examinations without an instructor's permission, using or displaying notes or devices inappropriate to the conditions of the examination, allowing someone other than the officially enrolled student to represent the student, or failing to disclose research results completely.

Plagiarism is a specific form of cheating: the use of another's words or ideas without identifying them as such or giving credit to the source. Plagiarism may include, but is not limited to, failing to provide complete citations and references for all work that draws on the ideas, words, or work of others, failing to identify the contributors to work done in collaboration, submitting duplicate work to be evaluated in different courses without the knowledge and consent of the instructors involved, or failing to observe computer security systems and software copyrights.

Incidents of cheating and plagiarism may result in any of a variety of sanctions and penalties, which may range from a failing grade on a particular examination, assignment, or hands-on project in question to a failing grade in the course, at the discretion of the instructor and depending on the severity and frequency of the incidents.