Reedley College

Fall 2019

August 12, 2019 – December 13, 2019

# Course Information

* This course is Information Systems 31 Section #55096 Introduction to Programming.
* The class time is online using Canvas.

# Instructor Information

The Instructor is Daniel Morales, BS/MS.

Please use the Canvas Inbox tool to communicate with the Instructor.

In addition you can e-mail him at daniel.morales@reedleycollege.edu.

You can also call him at 559-638-0300 ext.3264 (if no answer, leave a detailed message).

In order to meet with the Instructor, use the Canvas Inbox or e-mail to communicate with him.

# Textbook and Materials

* No textbook purchase is required for this class.
* You will need a program called Notepad++ or Atom. Both are free. If you are using a Mac, use Atom (www.atom.io)
* You will need reliable internet access.
* You will need a reliable computer. A tablet or a phone will not work when trying to complete the projects in this class.

# Course Description

# 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 the Information Systems industry requires 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.

# Course Learning Objectives

* Understand the functions of computer programs.
* Identify the various types of computer languages.
* Identify the differences between interpreters and compilers.
* Utilize the techniques of the software development life cycle.
* Identify and use programming tools.
* Create flow chart diagrams and pseudo code to design the logical processes of a program.
* Identify the differences between procedural and object-oriented programming.
* Create and debug a program using an object-oriented language.

# Course Learning Outcomes

* Recognize and differentiate between the different data types and data structures in order to organize and store data appropriately.
* Break down a problem into modules.
* Use the appropriate control structure for analyzing and solving programming problems.
* Create an Object-Oriented program by planning, analyzing, designing, and implementing the essential programming constructs currently used.
* Test and debug programs.

# Learning Methods

* Required reading from presentations and documents found on Canvas
* Videos
* Canvas Assignments
* Hands-on projects (lab work)
* Exams

# Attendance

I will drop you if you haven’t submitted the 1st weeks’ work, even if you logged into Canvas during the first 2 weeks. I will also drop you if you haven’t submitted work for 2 weeks in a row or if you haven’t logged into Canvas for two weeks.

# Readings, Assignments, Hands on Projects, and Exams

Students are required to complete assignments, hands-on projects, and exams on their own. In other words, you may not collaborate with fellow students and turn in the same project. Each student needs to work on his or her own computer. Many students have been caught cheating because they don’t follow the rules.

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 work will not be accepted. If a student fails to submit an assignment or project on the day that it is due then the student will lose points for that project. No excuses will be accepted.

The mottos for this class are: No late work accepted! Absolutely no excuses will be accepted! Don’t procrastinate!

# Due Dates

You will find all work that is due, organized into modules (folders) in Canvas.

You will have work due on the first week of class on Wednesday by 11:59 pm and every Wednesday after that. You have all day on Wednesday to work. Wednesday is over at 11:59pm.

# Outcomes Assessment (approximately)

| **Assignments** | **Points** |
| --- | --- |
| Personal Profile Project, Practice Exam, Code Editor Download | 10 |
| Assignments - 7 | 35 |
| Programs (Hands-On Coding Projects) - 13 | 65 |
| “Coding a Real Program” Projects - 5 | 20 |
| Final Exam | 20 |

Table 1Outcomes Assessment

The total points for this class is 150 points.

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

# Drop Dates

* Friday, August 23rd, for a refund
* Friday, August 30th, to avoid a “W” (in person)
* Sunday, September 2nd, to avoid a “W” (on Web Advisor)
* Friday, October 11th, to avoid a “Letter Grade” (Letter grades assigned after this date)

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.

# 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.

# 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.

# Cheating

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.

You may not collaborate with fellow students and turn in the same project. Each student needs to work on his or her own computer. Many students have been caught cheating because they don’t follow the rules.

Incidents of cheating 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.

# Class Schedule

| **Week #** | **Week of** | **Topic** | **Assignments** |
| --- | --- | --- | --- |
| 1 | 8/12/2019 | - Syllabus review | Personal Profile, Practice Test, Code Editor Download |
| 2 | 8/19/2019 | - The different programming languages  - What is JavaScript? | “Hello World” Program 1, Assignment 1, Assignment 1B |
| 3 | 8/26/2019 | User Input | Program 2A and 2B and Assignment 2A and 2B |
| 4 | 9/2/2019 | Variables and Expressions | Program 3 Assignment 3 |
| 5 | 9/9/2019 | Variables and Expressions (continued) | Program 4, Assignment 4 |
| 6 | 9/16/2019 | Decision Statements | Program 5, Assignment 5 |
| 7 | 9/23/2019 | Coding Challenge | Program 6 – Coding Challenge |
| 8 | 9/30/2019 | Switch Statement | Program 7A and 7B |
| 9 | 10/7/2019 | Loops | Program 8 |
| 10 | 10/14/2019 | Functions | Program 9 – Coding Challenge |
| 11 | 10/21/2019 | Arrays | Program 10 |
| 12 | 10/28/2019 | Objects | Program 11 |
| 13 | 11/4/2019 | Coding a real program | Battleship Game (part 1) |
| 14 | 11/11/2019 | Coding a real program (continued) | Battleship Game (part 2) |
| 15 | 11/18/2019 | Coding a real program (continued) | Battleship Game (part 3) |
| 16 | 11/25/2019 | Coding a real program (continued) | Battleship Game (part 4) |
| 17 | 12/2/2019 | “This Class” Program, Adding two numbers, Different Prices, Loop | Final Exams 1-4 |
| 18 | 12/9/2019 | “This Class” Program, Adding two numbers, Different Prices, Loop (continued) | Final Exams 1-4 (continued) |

Table 2Class Schedule