University of Arizona
Computer Science 110: Computer Programming I
Abridged Course Syllabus, Spring 2018

Instructor

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Advising

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The advisors handle all registration issues and switching sections.

Course Overview

This course provides an introduction to programming using the Python programming language. We will explore common computational problem-solving techniques useful to computer scientists but also to anyone who has large data sets, repetitive processes or other needs for computation. No prior programming experience is assumed, although students should know the basics of using a computer (e.g., using a web browser and word processing program) and should be comfortable with math through College Algebra. Students with significant prior programming experience should consider skipping this class and taking CSc 120.

Lecture Time and Place

MWF 9:00 AM - 9:50 AM, Environment and Natural Resources 2 Room N120

Discussion Sections

You will be expected to participate in a Thursday discussion section. The Section Leader who runs your section will grade your homework assignments. In section we will answer questions, go over common errors in homework solutions, and discuss sample problems in more detail than we can in lecture.

Each student will be assigned a section participation score. You will receive up to **3 points** for each section you participate in, up to a maximum of 34 points.

Course Web Site

* http://www.allisonobourn.com/110/

  All resources from class will be posted here. Check the web site daily for important announcements.

Textbook

We are not requiring a textbook this semester in CSC 110. Instead we will be providing preliminary chapters of a textbook we are writing linked from the course web site. You can use the following credentials to access it:

username: *bppstudent*   password: *DoNotDistribute*

Please do not distribute these preliminary chapters.

Computer Access and Software

SLs and consultants will be available to help you at the Introductory Programming Lab (IPL) in **room 228 of Gould-Simpson**. The required software is Python version 3 or higher and the **IDLE** editor (this installs by default with Python). The course web site contains links to download this software free of charge if you want to work at home.

Quizzes

We will have a quiz in lecture every Friday, except midterm days. You must attend lecture in order to take the quizzes, there are no make ups. Your lowest quiz score will be dropped.

Daily Homework Problems

Links will be posted on the lecture calendar on the course web site to small programming problems. These links will take you to a web site where you can automatically test the code you write to see if it is correct. ***You must complete these problems by 11:59 pm on the day they are listed for on the course calendar.*** If you successfully complete 90% of the problems on time you will receive full credit for this section of your grade. Any extra problems that you complete will count towards making up missed project points. You can earn back up to 4 points if you complete all the daily problems.

Exams

You may not use any books, notes or electronic devices, **including calculators**, during the exams.

Make-up exams will not be given except in case of a serious emergency. If you must miss an exam, even if you are sick or injured, you must contact Allison *before* the exam (or arrange for someone to do so). You must show evidence that you are physically unable to take the exam, such as a clear and specific doctor's note mentioning the date, exam, and reason. No make-ups will be granted for personal reasons such as travel, personal hardship, leisure, or to ease exam week schedules. **No student will be permitted to take an exam early for any reason.**

Programming Projects

Programming projects are weekly programming assignments done individually and submitted electronically from the course web site. Programs will be graded on "external correctness" (behavior) and "internal correctness" (style and design). Disputes about programming project grading must be made within 2 weeks of receiving the grade. Your lowest project grade will be dropped.

Programming Project Lateness

Each student receives **6 "late days"** for use on programming projects. A late day allows you to submit a program up to 24 hours late without penalty. For example, you could use 2 late days and submit a program due Tuesday 7pm on Thursday by 7pm with no penalty. Once a student has used up all the late days, each successive day that an assignment is late will result in a loss of 1 point on that assignment. Regardless of how many late days you have, **you may not submit a program more than 3 days after it is due or after the last day of class**. Students will not be given extensions unless they have extenuating circumstances as decided by the instructor.

Academic Integrity and Collaboration

Programming assignments must be completed individually; all code you submit must be your own work. You may discuss general ideas of how to approach an assignment, but never specific details about the code to write. Any help you receive from or provide to classmates should be limited and should never involve details of how to code a solution. You must abide by the following rules:

- You may not work as a partner with another student on an assignment.
- You may not show another student your solution to an assignment, nor look at his/her solution, for any reason.
- You may not have another person "walk you through" an assignment, describe in detail how to solve it, or sit with you as you write it. You also may not provide such help to another student. This includes current or former students, tutors, friends, SLs, paid consultants, people on the Internet, or anyone else.
- You may not post your homework solution code online to ask others for help. This includes public message boards, forums, file sharing sites and services, or any other online system.

Under our policy, a student who gives inappropriate help is equally guilty with one who receives it. Instead of providing such help to someone who does not understand an assignment, please point them to other class resources such as lecture examples, the reading, the IPL, or a SL or instructor. You must not share your solution and ideas with others. You must also ensure that your work is not copied by others, such as making sure to log out of shared computers, not leaving printouts of your code in public places, and not emailing your code to other students or posting it on the web.

If you are retaking the course, you may resubmit a previous solution unless that program was involved in an academic misconduct case. If misconduct was found, you must write a new version of that program.

We enforce this policy vigorously by running similarity detection software a few times per semester over all submitted student programs, including programs from past semesters. Students who violate the policy receive a 0 on the assignments involved, one letter grade lower in the course for each infraction and are reported to the Dean. This can lead to marks on permanent academic records. Generally several dozen students each semester are given reduced grades for violating these policies. Please be careful, and contact the instructor if you are unsure whether a particular behavior falls within our policy.

Grading

40%	weekly programming projects and section participation
5%	daily homework problems
5%	weekly lecture quizzes (skipped on midterm days)
10%	midterm 1 **Friday, February 16th** *in lecture*
15%	midterm 2 **Monday, March 26th** *in lecture*
25%	final exam **Thursday, May 10,** *10:30 – 12:30* pm

This maps to the grading scale roughly as follows. You will get at least the grade below for the percentage shown.

90%: at least A   80%: at least B   70%: at least C   60%: at least D