CS 120 Computer Science I, Fall 2004

SYLLABUS August 31, 2004

Instructor: Jeffrey Horn, email: jhorn@nmu.edu
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Office Hours: Thursdays 1:00-3:00pm and Fridays 12:00-3:00pm, and 5:00-6:00pm are OPEN OFFICE HOURS, no appt. necessary

I also have hours available BY APPOINTMENT ONLY (email me! and wait for my response!):

Tuesdays	Thursdays	Fridays
12:00-2:00pm	11:00-1:00pm	11:00-12:00pm

Textbook (required): ***GUI JAVA Part I: Fall 2004, Chapters 1-7*** by B. Peterson and L. Ellerbruch, available in the Campus Bookstore and also the Iron City BookStore (not Part II !!)

Classroom: New Science Facility (NSF), Room 1209
Meeting Times: 7:00 - 8:40pm, TuTh
Prerequisites: Math 100 or equivalent or permission of instructor
Our web page: http://cs.nmu.edu/~jeffhorn/Classes/CS120/Fall2004

(I will use the web page EXTENSIVELY, posting everything I can up there as soon as possible. This includes all electronic forms of handouts, assignments, solutions, sample tests, etc. Also I will post announcements, links to interesting, topic-related sites, etc. So please check our page regularly! At the very least, twice a week. We will also have a WebCT page for posting grades, etc.)

OBJECTIVES:

This course satisfies the Formal Communication Studies requirement.

These courses are designed to introduce students to the ways in which information and ideas are expressed using a communication system other than English. Such courses should foster the student's ability to conceptualize and communicate in an orderly, rational manner. Characteristics of a communication system include: 1) possession of a grammar; 2) operation from an established set of rules; 3) reasoning properties such as deduction, inference drawing and problem solving. This includes courses in languages and those in which the central focus of the course is on statistics, computers or formal logic.

Specific Goals: Acquire a thorough introduction to computer science through a comprehensive grounding in basic programming concepts and skills. Learn the basics of a modern, general-purpose computer language, including how to design, compose, implement, and test new functionality (i.e., algorithms).

TOPICS:

- INTRODUCTION: What is *Programming*, a *programming language*, etc.?
- The Java and OO Models of Computation
- Constants and variables.

- Classes, Objects, Methods.
- Loops and conditional branching.
- User interaction.
- Nested Objects.
- Arrays
- Strings

GRADING:

50% Programs.
10% Quizes
20% Exams in-class and take-home
10% Final exam, comprehensive.
10% Instructor's discretion
Late Policy: For programs and homeworks, 5% off for each day late (counting only days that the university is open; e.g., **not** weekends or snowdays). But of course I cannot accept them after solutions are handed out! As for exams, those cannot be made up except under the most severe and extenuating emergencies! Don't take a chance if you don't have to! (If we have "enough" assignments and/or quizes, I will drop the lowest grade in that category.)

COMPUTING FACILITIES:

Hardware: NMU IBM ThinkPads

Software: TextPad program editor, Sun's Java 2 Platform to compile programs, and a Web browser to run them. (click here for instructions on downloading the free software)

NOTE: *If you have a need for disability-related accommodations or services, please inform the Coordinator of Disability Services in the Disability Services Office at 2001 C. B. Hedgcock (227-1700; TTY 227-1543). Reasonable and effective accommodations and services will be provided to students if requests are made in a timely manner, with appropriate documentation, in accordance with federal, state and University guidelines.*