Syllabus - COMP 170
Introduction to Object Oriented Programming (IOOP)
Summer Session C, June 2 - July 25, 2012
Synchronous (Online) Class Schedule: 12 noon-1pm Tuesday,
Thursday, and Friday; dates and times subject to change
Online Office Hours: 11am-12 noon Tuesday/Thursday/Friday
Dr. Robert Yacobellis

Catalog Description
This course is an introduction to the computer science major, covering basic concepts using the C# (C-Sharp) object-oriented (OO) programming language. The course addresses the following questions: What is an algorithm? How does one write, debug, run (“execute”), and test an effective computer program? How does one convert an algorithm into a computer program? How does one judge a program? What does “object-oriented” mean?

Topics include: variables, data types, input/output, loops and repetition, choice, arrays, subprograms, classes/objects, OO principles, and recursion.

This course is programming intensive. Lab sessions will be held during online class periods.

Prerequisites
Math 117, COMP 150, or COMP 163 with C- grade or better. No prior programming experience is required. The logical mindset of mathematics is generally helpful in learning programming.

Special Course Requirements
1. COMP 170 / ISOM 370 is a programming intensive course. Considerable time will be spent creating programs in the lab sessions and outside class. The largest portion of your grade will be determined by your success in writing, compiling, running, and testing these programs.
2. The course may include some programming assignments done with another person (“Pair Programming”) or small teams of 2 to 4 students (“Team Programming”).
3. The course uses Sakai to organize materials. You will generally submit your assignments using Sakai. Ask for help if you are not familiar with Sakai.
4. The course uses Adobe Connect for the online sessions; check it before class starts at: https://admin.acrobat.com/common/help/en/support/meeting_test.htm

NOTE: The Syllabus and course schedule are subject to change; changes will be announced in advance in class and posted on Sakai. A change history is at the end of this Syllabus.
Course Material and Optional Textbook, All Online
We will use online course material first developed by Dr. Andrew Harrington and Dr. George Thiruvathukal for COMP 170 in Spring, 2012, from this URL: http://anh.cs.luc.edu/170/.
The required online textbook is at http://introcs.cs.luc.edu/.

There is an optional online textbook, the so-called C# Yellow Book, which was developed by Rob Miles at the University of Hull, at: http://www.robmiles.com/s/CSharp-Book-2012.pdf; it is also referenced at the COMP 170 website above. Note: Chapter 1 is required for 170.

Academic Honesty
Students are expected to have read the statement on academic integrity available at http://www.luc.edu/academics/catalog/undergrad/regacademicintegrity.shtml. This policy applies to the course. The minimum penalty for academic dishonesty is a grade of F for that assignment. Multiple instances or a single severe instance on a major exam or assignment may result in a grade of F for the course. All cases of academic dishonesty will be reported to the department office and the relevant college office where they will be placed in your school record.

Academic dishonesty includes, but is not limited to, working together on assignments that are not group assignments, copying or sharing assignments or exam information with other students except in group assignments, submitting as your own information from current or former students of this course, copying information from anywhere on the web and submitting it as your own work, and submitting anything as your own work which you have not personally created for this course. If you do wish to use materials that are not your own, please check with me ahead of time and cite your source clearly. When in doubt, ask first!

Course Objectives and Goals
Upon successful completion of the course, the student will be able to:
1. Write good C# programs of small to medium size – programs that are correct, high quality, and use correct and appropriate Object Oriented Programming techniques.
2. Reuse C# classes and Application Programming Interfaces (APIs) developed by others, especially the standard C# APIs.
3. Understand and recognize proper programming style and demonstrate making design decisions consistent with Object Oriented methodologies.
4. Be able to read, understand, and interpret C# programs written by others.

Course Grading
Your grade will consist of several components with relative weights as follows (I reserve the right to adjust the percentages in your favor if circumstances warrant). See in addition the sections on Timely Completion and Academic Honesty.
1. Homework Assignments (20%). C# assignments throughout the course. You will write, compile, run, and test your program before turning it in. Programs that do not successfully compile without errors will generally receive 0 points.
2. Lab Assignments (15%). The lab assignments will be completed during the synchronous sessions each week and reviewed by me as the instructor to receive credit.
3. Quizzes and Examinations (40%). Any quizzes plus three examination scores. The final exam will be a larger part of the grade than the other two – the first two exams are worth 10% each, and the final exam (exam 3) is worth 20%. A pop quiz may be given in one of the synchronous sessions at any time without prior notice; it may cover
any topic in the course to date. This approach serves to encourage you to keep up-to-date on readings and video lectures. There will be no “make-up” quizzes or exams unless you have made prior arrangements with me to be excused from them.

4. Final Project (20%). There will be a final team programming project for the course that includes periodic progress reports and a final team class presentation during one of the online class sessions in the final week of the class; details will be provided in the future.

5. Participation (5%). Especially since this is a shortened Summer session, students are expected to review all online lecture material and attend all synchronous sessions for the full time period. The participation grade will be based upon attendance and enthusiastic involvement and contributions to discussions in the synchronous sessions, and contributions to the course discussion board (see below). Attendance will be taken for the synchronous sessions. Please note that I have scheduled the synchronous sessions at lunchtime to accommodate students who are working during the summer, but I recommend against holding down a full-time job while taking this course!

All course work will be graded numerically and your letter grade will be determined from total points earned, weighted as above. Your total points will be converted to a letter grade using approximately the following percentage ranges. Calculations will generally round fractional percentages below .500 down to the full number less than that value.

\[
\begin{align*}
93-100 &= A \\
90-92 &= A-
\end{align*}
\]
\[
\begin{align*}
87-89 &= B+ \\
82-86 &= B \\
79-81 &= B-
\end{align*}
\]
\[
\begin{align*}
74-78 &= C+ \\
68-73 &= C \\
62-67 &= C-
\end{align*}
\]
\[
\begin{align*}
56-61 &= D+ \\
50-55 &= D \\
54 \text{ and lower} &= F
\end{align*}
\]

If for any reason you do miss a class session, it is your responsibility to determine what you missed, locate any handouts, determine any changes in assignments, course plans, or schedules, etc. It is not my obligation to help you make up for missing class.

I will not always be covering items from the online course material and textbook in class; additional materials may be added and additional guidance will be given. Information and activities in class and labs that are not in the book will likely appear on exams and quizzes, and will be helpful for your assignments and programming projects.

Please do not ask for personal “extra credit” to improve your grade as this is neither practical in the course nor fair to your fellow students. I reserve the right to provide extra credit assignments for the entire class if appropriate. I will be happy to discuss your performance in the course with you at any time, including discussing your possible grade based on current performance plus ways to improve your performance during the remainder of the course. In fact, I encourage you to arrange time to talk with me outside of class if you have any questions regarding the topics we have covered in the course, homework, quizzes and exams, etc.

Course Schedule
The preliminary COMP 170 / ISOM 370 course schedule will be posted on Sakai in the same area as this Syllabus.
**Timely Completion**

You are expected to complete all assignments, readings, video reviews, and projects on time. In computer systems in the “real world” there is always a strong emphasis on getting projects done on time. Use this class to develop your own skills at timely completion.

Personal and possible team programming projects and other assignments will be due as described at the time of the assignment. See the class schedule for advanced planning.

Late assignment submission is strongly discouraged.

1. Each student will be allowed up to TWO (2) late assignments of their choice. Think of this as having two “Late OK” passes. These passes may be used for synchronous lab sessions, programming, and non-programming assignments (not for quizzes or exams). Late Passes allow you to turn in the assignment up to 48 hours after the due date. Late passes are used by noting your intent to use one BEFORE the regular due date using Sakai. Send me completed assignment materials in email with subject line “COMP 170 Late Pass Assignment” and saying you have used a Late Pass for that assignment. The email must be sent no more than 48 hours after the original assignment due point.

2. No assignments will be accepted after the due date unless you are using one of your late passes and the assignment is turned in within 48 hours of the original date. Once your two Late Passes are used no more assignments will be accepted after the due date. There are no exceptions to this rule.

3. Assignments are generally submitted in Sakai, at least during the first part of the course. Please plan ahead and be sure you complete the submission of the assignment on time. Also note that you can Save assignment materials as many times as you want, but once you click Submit you may not be able to change your submission. Later in the course you will be using the MonoDevelop Integrated Development Environment (IDE) and Google Drive to share your files with me, so Sakai won’t be needed.

You are welcome to ask questions on all assignments and course work, seek additional information on the assignments, and offer observations on the assignments to me either in or outside of class. There will be a class discussion board for student use to discuss the course and assignments.

To discourage procrastination, no questions on the assignment will be answered on the date the assignment is due – please plan your work ahead and do not wait for the last minute to begin work! **Try the homework before the day it is due**! This step will be key to your success in class. **No sympathy given for procrastination!**

**Office Hours and Help**

My office hours will be determined based on student availability once class starts. I plan to be available for about 1 hour before each synchronous session. I may also provide planned times for online interactions with me and other students (see the discussion board information below). Additional times are available by appointment by sending me email, and I encourage you to set up times to talk with me about the course, questions you have, etc.

The Department of Computer Science does not provide tutors for this course in the Summer.
There will be a course discussion forum called Piazza accessible on Sakai for additional help. The discussion forum will allow the exchange of student ideas as well as online interactions with me. You are encouraged to use the discussion board to ask questions and provide helpful hints to other students in the course; however, you may not ask for the answer to a specific lab exercise or homework assignment, and you may not provide that kind of answer directly. I monitor the discussion board, so be careful about what you post there.

My class lecture slides and links to video recordings of those lectures will be available online on Sakai. Synchronous lab exercises will also be available on Sakai. I expect you to review all class material and video recordings and attend the synchronous sessions, and take notes on my slides as appropriate before, during, and after the synchronous sessions.

I will let you know in advance of the Midterm and Final exams what material you can have access to during those exams.

**Continuous Improvement**

I believe in a personal quality process of continuous improvement. Anything can be improved by applying the quality process of “Plan, Do, Check, Act” (PDCA). To improve the course and the learning of programming, C#, and computer science concepts, I welcome your feedback, comments, suggestions, and complaints at any time.

In support of this PDCA process, I may ask you to participate in surveys and discussions during the course. These surveys will measure student impressions of the course; when time permits I will share the results with the class. Your inputs on these surveys are anonymous and in no way affect your grade.