



CSC 401 Introduction to Programming

Fall 2014

Online

(Face to face associated class meets on Thursday, 5:45 - 9:00 p.m.)

INSTRUCTOR: Gian Mario Besana, Ph.D. University of Notre Dame, IN 1992.
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OFFICE HOURS: Thursday, 2:00 - 3:30 p.m.

During this time I am available:

- in person in my office at the Loop Campus, 55 E. Jackson blvd, Office # 2231,
- on Skype (gbesana),
- on whatsapp (+131124932178),
- or by phone (+13123625554).

Other times by appointment in any modality.

Find here information on how to share your screen via Skype:

Windows:

<https://support.skype.com/en/faq/FA10215/how-do-i-share-my-screen-in-skype-for-windows-desktop>

Mac: <https://support.skype.com/en/faq/FA10022/how-do-i-share-my-screen-in-skype-for-mac-os-x>

GOALS: At the end of this class you will be able to:

- Design algorithmic solutions to simple problems;
- Design, implement, and test simple programs in Python, involving decision and iteration structures, modules and

- functions, strings and lists, recursion;
- Access and utilize the Python Standard Library;
- Articulate orally and in writing basic functionalities of Python's fundamental constructs.

TEXTBOOK: L. Perkovic - Introduction to Computing using Python - Wiley 2012. ISBN 978-0-470-61846-2

We will cover topics from Chapters 1 through 6, parts of chapter 7, and parts of chapter 10. PowerPoint slides of the lectures (when applicable) will be available online (see D2L below).

D2L: Desire To Learn (D2L) is a service DePaul offers you to enrich and facilitate your learning experience. To reach D2L logon at <https://d2l.depaul.edu> using your Campus Connection ID and password.

This is the place where you will find:

- Assignments
- Powerpoint slides from the course
- Examples, handouts and all materials used in the course
- Announcements
- Links to recordings of class sessions
- A discussion forum

For you to take full advantage of D2L it is **IMPERATIVE** that you have a correct, working e-mail address on file with Campus Connection. Please make sure that you do.

DISCUSSION FORUM: This is, after your instructor, your major source of available help for the course. Post your questions here. Check regularly to see if you can offer help to your peers. I monitor the discussion forum once a day, every weekday.

COURSE STRUCTURE: This course has two main components for online students:

- Lectures via recordings and powerpoint slides
- Homework

In both components you will be asked to take an active role in your learning experience. You are strongly encouraged to watch the recording of each class, available to you on D2L within the CDM Lectures widget. Classes are explorations of new concepts to be learned, with the guide of your instructor.

During the recording you will have the opportunity to work hands-on on exercises, facing problems that at times you will find frustrating and confusing. Sharing your ideas and at times your confusion on the discussion board will be crucial for your success in this class.

Homework is intended as an opportunity for you to try your hand at solving problem independently. There are thousands of online resources out there that give solutions to problems that may be similar to some of your assignments. Although developers obviously do not work in a vacuum, it is strongly recommended that you work on your assignments on your own. See Assignments below for more.

ASSIGNMENTS:

- Each week you will have an assignment that will typically contain:
 - A required reading in preparation of the upcoming class;
 - Codelab activities (see below for more details);
 - a **Programming Project (PP)**.
- Assignments will be posted on D2L and are due each Thursday by class time.
- Assignments, with the exception of CodeLab activities, need to be submitted electronically on D2L.
- Assignments are intended as INDIVIDUAL challenges. You are required to work on assignments ON YOUR OWN. Assignments, and PPs in particular, are your opportunity to show your own individual progress in the course.
- All PPs are designed so that you must be able to complete them with a thorough knowledge of the material covered in class. If you submit solutions that utilize material not yet covered in class your instructor reserves the rights to have you explain orally, in person via skype or online rooms, the details of your submitted solution.
- Assignments are worth 35 percent of your grade.
- No late assignments will be accepted. No exception. None.
- No emailed assignments will be accepted. No exception. None.
- Think before doing anything that may jeopardize your success in this class: If you can find code written by

someone else online, so can your instructor.

- QUIZZES:** There will be a weekly **quiz**, due before the beginning of every class, starting on Thursday, September 11, with the exception of the week of the midterm, and the week of the final. Quizzes will consist of questions primarily focused on the reading due for the upcoming class. Quizzes will be on D2L, will be open beginning the morning after class, and will typically allow for multiple submissions, until you are comfortable that you have offered the best possible answer.
- EXAMS:** You should think of quizzes as helpful study aids. There will be a total of 8 quizzes. Quizzes are worth 10 percent of your course grade.

There will be a **Midterm Exam** during the week of **October 12-19** and a cumulative, 3-hour long **Final Exam** during the week of **November 16-23**. You are responsible for arranging for proper proctoring according to the procedures found at <http://www.cdm.depaul.edu/onlinelearning/Pages/Exams.aspx>. The midterm exam is worth 25% of your course grade; the final exam is worth 30% of your course grade.

IMPORTANT: If **exceptional** circumstances prevent you from taking the midterm or the final exam during the scheduled weeks, you should get in touch with your instructor as soon as possible to make alternative arrangements. Failure to do so will result in 0 points for the exam.

- GRADING:** The table below summarizes the various components of your course grade:

Course Component	Percentage of total
Assignments	35 %
Quizzes	10 %
Midterm Exam	25%
Final Exam	30 %
TOTAL	100 %

The following chart shows guaranteed grades for corresponding percentages. You might get something better than what this table shows and you will never get anything worse.

Percentage	Grade
90%	A
80%	B
70%	C
60%	D

MATERIALS AND SOFTWARE During the course we will also utilize CODELAB, an online automated code-writing tutoring system. Access to Codelab is \$25. Instructions on how to access Codelab will be posted on D2L. You can check out the Codelab site at <http://www.turingscraft.com/>

PLAGIARISM: This course will be subject to DePaul's Academic Integrity policy. You can find helpful information and plenty of resources on the [Academic Integrity site](#).

The university policy on plagiarism can be summarized as follows: Students in this course, as well as all other courses in which independent research or writing play a vital part in the course requirements, should be aware of the strong sanctions that can be imposed against someone guilty of plagiarism. If proven, a charge of plagiarism could result in an automatic F in the course and possible expulsion. The strongest of sanctions will be imposed on anyone who submits as his/her own work a report, examination paper, computer file, lab report, or other assignment which has been prepared by someone else. If you have any questions or doubts about what plagiarism entails or how to properly acknowledge source materials be sure to consult the instructor.