



CSC 241 Introduction to Computer Science 1

Fall 2020

Class: Online Asynchronous (D2L)

Lab: Thu 5:45 - 7:15 p.m. U.S. Central Time - Online Synchronous (Zoom)

INSTRUCTOR: Gian Mario Besana, Ph.D.
University of Notre Dame, IN 1992.
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Zoom: <https://depaul.zoom.us/my/gbesana>



OFFICE HOURS: Monday, 3:30 - 5:00 p.m. US central time
During this time I am available:

- on zoom (<https://depaul.zoom.us/j/95598725874>)
- on whatsapp (+131124932178),
- or by phone (+13124932178).

Other times by appointment in any modality.

LAB TEACHING ASSISTANT Samira Mohamadhoseini

OUTCOMES: 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;
- Access and utilize the Python Standard Library;

- Articulate orally and in writing basic functionalities of Python's fundamental constructs;
- Proceed successfully into CSC 242, the second course in the Python sequence.

TEXTBOOK: L. Perkovic - Introduction to Computing using Python
Second Edition - ebook- Wiley 2015. ISBN 978-1-118-89105-6
 We will cover topics from Chapters 1 through 6 and parts of chapter 7.
 PowerPoint slides of the lectures (when applicable) will be available online.

D2L: The class component of this course is offered asynchronously online via Desire To Learn (D2L). To reach D2L logon at <https://d2l.depaul.edu> using your Campus Connection ID and password. This is the place where you will find all necessary material and where you will interact with your instructor and with each other.

Please note that as of September 9, 2020 D2L will utilize exclusively your @depaul.edu email address to communicate with you. For you to be successful in this class it is **IMPERATIVE** that you regularly check your @depaul.edu email or properly forward this address to your preferred address.

**COURSE
 STRUCTURE:**

Introduction:

This course has three main components:

1. Asynchronous online class work, with submission deadlines on Sundays at 11:59 pm
2. Synchronous online lab, with submission deadlines on Thursdays at 7:15 pm
3. Programming Projects with submission deadlines on Thursdays at 5:45 pm

In all components you will be asked to take an active role in your learning experience.

Asynchronous class work is intended as an exploration of new concepts to be learned, with the guide of your instructor, after you have done preliminary reading. **Synchronous labs** are intended as an opportunity for you to try your hand at solving problem in a supported environment, with the help of your peers and the lab assistant. In both class and lab you will often face problems that at times you will find frustrating and confusing. Sharing your ideas and at times your confusion will be crucial for your success in this class. Take advantage as much as you can of your instructor, your peers, and the lab assistant. **Programming Projects** are intended as an opportunity for you to try your hand at solving larger problems **independently**. There are thousands of online resources out there that

give solutions to problems that may be similar to some of your Programming Projects. Although software developers obviously do not work in a vacuum, **it is required that you work on your Programming Projects on your own.** See Programming Projects and Plagiarism below for more.

Asynchronous class component:

The asynchronous class component of this course consists of nine weekly modules organized according to the weeks of the quarter. There is no module for Week 6, when you will be engaged in a midterm exam and for Week 11, when you will be taking your final exam (see exams below for more information)

Each Week module is organized as follows:

1. A short video introducing the programming project due for the current module/week
2. Starting in Week 3, a detailed discussion of the solution of the programming project of the previous module/week. These are available only after the submission deadline of the assignment has passed.
3. A series of submodules, broadly organized around learning outcomes and making explicit reference to sections of the textbook. Each submodule consists of:
 1. **A list of learning outcomes** for the submodule. These are intended to help you know what you are expected to master in the submodule
 2. **A required reading** from the textbook. You are expected to complete this before you engage with any of the rest of the submodule
 3. **A video lecture** revisiting some of the reading material with examples and useful remarks
 4. **An activity**, consisting of any of the following: simple exercises presented on slides; a formal Quiz; Codelabs exercises; a formal Discussion. Simple exercises are not graded. Quizzes, Codelabs, and Discussions are graded. **All activities for a Week must be completed by Sunday at 11:59 pm, U.S. Central Time.** Graded activities count for 10% of your final grade

Synchronous lab:

Each week you will attend a 90 minute lab session, on Zoom, facilitated by our lab TA Samira Mohamadhoseini. Lab work completed correctly and submitted on D2L (when appropriate) will count for 10% of your grade. The lab meets synchronously on Zoom on Thursdays from 5:45 pm until 7:15 pm. Work from the Lab is due at the end of the lab session. Lab work will consist of a combination of Codelab exercises and short programs. The non

-Codelab part of the Lab must be submitted on D2L.

PROGRAMMING PROJECTS:

- Each week, in addition to the activities embedded in the asynchronous modules, you will have a programming project to complete.
- These projects will increase in complexity as the term progresses. Please budget your time appropriately.
- Programming Projects are presented at the start of each Week module.
- Programming projects are **due each Thursday by lab time, 5:45 pm U.S. Central Time**
- Programming projects need to be submitted electronically on D2L, using the Submissions area of the class site. Please do not email programming projects to your instructor. Only programming projects submitted on D2L will be graded. **No exception.**
- Programming projects are intended as INDIVIDUAL challenges. While you are encouraged to work collaboratively during the synchronous labs, **you are required to work on programming projects ON YOUR OWN.** Programming projects are your opportunity to show your own individual progress in the course.
- All programming projects are designed so that you must be able to complete them with a thorough knowledge of the material covered in the Week modules and in the lab. If you submit solutions that utilize material not yet covered in the Week modules or in the lab **your instructor reserves the rights to have you explain orally, in person, the details of your submitted solution.**
- Programming projects are worth 30% of your grade.
- Each Week module, beginning in Week 3, contains a detailed discussion of the solution to the weekly programming project. Hence no late programming projects will be accepted. **No exception.**

Think long and hard before doing anything that may jeopardize your success in this class: If you can find code written by someone else online, your instructor can too. Utilizing someone else's code in one of your assignment is a plagiarism offense which will be punished according to the Academic Integrity policy of the University

TIME MANAGEMENT

You may find it more difficult in a fully online class to manage your time. The structure of this class was built with your success in mind. You will have two weekly deadlines: Sunday night for the weekly module activities, and Thursday afternoon for the weekly programming projects. Here is a possible weekly schedule for you, taking into account that the quarter starts officially on a Wednesday. Deadlines for submission are in red.

Wed	Thu	Fri	Sat	Sun	Mo	Tue
Start new Week module Continue work on assignment from previous week	Work on this Week module and activities Finish and submit assignment	Work on this Week module and activities	Work on this Week module and activities. Start working on new Assignment	Complete this Week module and activities. Continue work on Assignment	Work on Assignment	Work on Assignment
	Programming Project due by 5:45 pm Attend Lab at 5:45 - 7:15 Lab work due by 7:15 pm			Activities from this Week module due by 11:59 pm	Office hours	

EXAMS: There will be a 3-hour long **Midterm Exam** on **October 15th** from **5:45 pm until 8:45 pm**, and a cumulative, 3-hour long **Final Exam** on **November 19th** from **5:45 pm until 8:45 pm**. Please note that both exams are scheduled on Lab days. There will not be a Lab on October 15th (week 6) and November 19th (week 11). You are expected to be available to work on the exam during the specified time. The text of the exam will be released at 5:45 pm and you will have to submit your work no later than 8:45 pm. The midterm exam is worth 25% of your course grade; the final exam is worth 25% of your course grade.

IMPORTANT: If **exceptional** circumstances prevent you from being available at the specified day and time for the midterm or the final exam, you should get in touch with your instructor possibly before the exam or in any case within 24 hours of the exam to arrange a make-up test. 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
Programming Projects	30 %
Labs	10 %
Graded Activities	10 %
Midterm Exam	25 %
Final Exam	25 %
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

You may opt to change the grading basis for this course to Pass/D/Fail. A grade of Pass (P) will indicate that your work met expectations for a grade of at least C-. Work that would merit a grade of D+ or D in the traditional grading basis would still earn a D+ or D. Work that does not merit a passing grade will earn a Failing grade (F). The deadline for you to elect a P/D/F grading scale for Fall 2020 is December 5 at 11:59pm. You can read more on this option at

<https://resources.depaul.edu/coronavirus/faqs/Pages/classes-academics-students.aspx>

COURSE EVALUATION: At the beginning of week 9 (October 31st) you will start receiving emails from the Online Teaching Evaluation (OTE) system, prompting you to fill out course evaluations for this class. Course evaluations are an important opportunity for you to contribute to the quality of the learning experience at DePaul. Please take them seriously.

MATERIALS AND SOFTWARE During the course we will also utilize CODELAB, an online automated code-writing tutoring system. Access to Codelab is \$25. You will be prompted to sign up when you access the first set of Codelabs activities in Week 1

**ACADEMIC
INTEGRITY AND
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 code writing, 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.