DEPAUL UNIVERSITY

CSC 241 Introduction to Computer Science 1

Fall 2022

Class: We 6:00 – 9:15 pm Levan Center 403
or Zoom at https://depaul.zoom.us/j/93861533125

Lab: Thu 6:00 7:30 p.m. U.S. Central Time – Levan Center 403 or Zoom at
https://depaul.zoom.us/j/96334576380

INSTRUCTOR: Gian Mario Besana, Ph.D. (he/him/his)
University of Notre Dame, IN   1992.
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gbesana@depaul.edu

1:1 TIME WITH THE INSTRUCTOR: Monday, 3:30 – 5:00 p.m. US central time
During this time I am available:
- in my office – 14 E. Washington – 18nd Floor – room 1809
- on zoom https://depaul.zoom.us/j/99036040134
- on WhatsApp (+131124932178),
- by phone (+13123625554).

Other times by appointment in any modality.

LAB TEACHING ASSISTANT: Ben Harki

LEARNING 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, lists, and dictionaries;
- 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 e-book- 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.

COMPUTER ACCESS: If/when you are attending class in person, on-campus, you are expected to have access to a laptop that you can bring to class. If/when you are attending class on Zoom, you are expected to have access to a desktop computer or laptop at home. You cannot attend this class on Zoom on your phone or tablet. Please contact your instructor asap if this expectation creates difficulties for you.

D2L: The course relies heavily on 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, assignments, labs, videos, and exams

Please note that D2L utilizes **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: class work, lab, and programming projects. In every component you will be asked to take an active role in your learning experience.

This is a Flex class. You can participate in class work by coming to class on-campus in room Levan 403 every Wednesday at 6:00 – 9:15 pm or by joining us on Zoom at https://depaul.zoom.us/j/93861533125. During the quarter you are free to float between on-campus and Zoom, but you are expected to attend each week in one of the two modalities. Class work is intended as an exploration of new concepts to be learned, with the guide of your instructor, after you have done preliminary readings.

The lab component is intended as an opportunity for you to try your hand at solving problems, exploring new concepts 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 doubts 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, TBD.

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.

Class work:
The class work 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. **New Content**, typically presented with powerpoint slides.
   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 the following Wednesday at 6:00 pm, U.S. Central Time.** Graded activities count for 10% of your final grade

Lab:
Each week you will attend a 90 minute lab session, facilitated by our lab TA

Ben Harki. You can either attend in person in Levan 403 or attend on Zoom at https://depaul.zoom.us/j/96334576380, every Thursday 6:00 – 7:30 pm. Lab work completed correctly and submitted on D2L (when appropriate) will count for 10% of your grade. Work from the Lab is due at the end of the lab session. Lab work will consist of a combination exercises and short programs.

PROGRAMMING PROJECTS:

- Each week, in addition to class work and related activities, 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 Wednesday by class time, 6:00 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 class, in the activities, and in the labs. If you submit solutions that utilize material not yet covered in class 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. This includes all online homework sites. Utilizing someone else's code in one of your assignments is first and foremost detrimental to your learning, but it is also a plagiarism offense which will be punished according to the Academic Integrity policy of the University.

TIME MANAGEMENT The structure of this class was built with your success in mind. You have a single deadline for the weekly activities, and weekly programming projects: Wednesday at 6:00 pm US central time, and a deadline for your Labs: Thursday at 7:30 pm US central time. Here is a possible weekly schedule for

you. Deadlines for submission are in red.

Wed	Thu	Fri	Sat	Sun	Mo	Tue
AVAILABLE TO YOU ON D2L 6:00 pm Activities and slides for this week 9:30 pm Reading assignments for next week	**AVAILABLE TO YOU ON D2L** 6:00 pm Lab materials for next Thursday				**AVAILABLE TO YOU IN PERSON OR ZOOM** 1:1 time with your instructor 3:30 – 5:00 pm	
WORK TO DO Finish and submit activities from previous week. Finish and submit Programming Project from previous week Attend class	**WORK TO DO** Attend Lab and finish and submit Lab work Start thinking about the Programming Project	**WORK TO DO** Start working on the Programming Project	**WORK TO DO** Continue work on Programming Project	**WORK TO DO** Start readings for next week Continue work on Programming Project	**WORK TO DO** Complete readings for next week Continue work on Programming Project	**WORK TO DO** Continue work on Programming Project
DEADLINES Programming Project from previous week due by 6:00 pm Activities from previous week due by 6:00	DEADLINES Lab work due by 7:30 pm					

EXAMS: There will be a 3-hour and fifteen-minute long **Midterm Exam** on **October 12th from 6:00 pm until 9:15 pm**, and a cumulative, 3-hour and fifteen-minute long **Final Exam** on **November 16th from 6:00 pm until 9:15 pm.**

There will not be a Lab on October 13th (week 6) and November 17th (week 11). For both exams, you are expected to be either in the room Levan 403 or on Zoom during the exam. If you are attending exams on Zoom, you are required to have your camera on for the entire duration of the exam. The text of the exam will be released at 6:00 pm, on the day of the exam, on D2L and you will have to submit your work no later than 9:15 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.

COURSE EVALUATION: At the beginning of Week 9 (November 2nd) 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. We will reserve 20 minutes of our Week 10 class on November 9th for you to complete the evaluations if you have not yet.

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

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

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.

REMOTE ATTENDANCE PROTOCOLS This is a Flex class. You can attend class and lab sessions in person or remotely on Zoom. The purpose of our synchronous class and lab sessions is to engage you in activities and exercises that will help you apply what you are learning with your peers. Synchronous sessions are most successful when everyone has prepared by reading the assigned texts, and completing any assignments or activities beforehand.

For students joining remotely, please observe the following guidelines:

- Use your given or preferred name as your display name.
- Feel free to add your preferred pronouns to your screen name, if comfortable.
- Don't use distracting or inappropriate profile photos or virtual backgrounds.
- Don't share meeting links, passwords, screenshots, recordings, or other meeting information with people outside the class.
- Mute your microphone when you are not speaking to minimize background noise.
- Be fully present by refraining from engaging in other activities during our sessions (e.g, driving, cooking, cleaning, etc.)

Your instructor and lab assistant benefit from seeing you throughout the

entire class and lab, reacting to your non-verbal clues and adjusting the pace of the learning experience accordingly. For these reasons, you are strongly encouraged to keep your camera on for the entire duration of class and lab. In any case, cameras are required to be on during these specific activities:

- The first few minutes of class as we discuss the agenda of the evening and time is devoted to questions and answers
- Every time class is engaged in an Activity, whether individual or in group (breakout room), both during your work and during the discussion of a solution at class level.

Contact DePaul's Technology Support Center/Help Desk at (312) 362-8765 if you need technical assistance during a video call.