



CSC 241 Introduction to Computer Science 1

Winter 2013

Lincoln Park Student Center 363

Class: Monday, 6:00 - 9:15 p.m.

Lab: Tuesday 4:20 - 5:50

INSTRUCTOR: Gian Mario Besana, Ph.D. University of Notre Dame, IN 1992.
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OFFICE HOURS: CNA 2231 : Monday, 1:30 - 3:00 p.m. During this time I am available in person, via Skype, or phone.
Other times by appointment

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;
- 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 and parts of chapter 7. 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 classroom 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
- Labs
- Powerpoint slides from class
- Examples, handouts and all materials used in class
- Announcements
- Links to recording 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: class and lab. In both components you will be asked to take an active role in your learning experience. Class is intended as an exploration of new concepts to be learned, with the guide of your instructor. Labs are intended as an opportunity for you to try your hand at solving problem independently. In both environments you will often work in groups, facing 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 instructors, your peers, and the lab assistant.

Each week you will attend a 90 minute lab session, facilitated by our lab assistant. Work completed correctly and submitted on D2L will count for 10% of your grade.

ASSIGNMENTS: Each week you will have an assignment that will contain, possibly with other simpler exercises and Codelab activities, a **Programming Project (PP)** to complete.

Assignments will be posted on D2L and are due each Monday by class time. PPs need to be submitted electronically on D2L. PPs are intended as INDIVIDUAL challenges. In this class you have plenty of opportunities to work collaboratively in class and in the lab. You are required to work on PPs ON YOUR OWN. PPs are your opportunity to show your own individual progress in the course. Assignments are worth 30 percent of your grade.

QUIZZES and EXAMS: There will be a **quiz** at the beginning of every class, starting on Monday, January 14, with the exception of February 11 (midterm), February 18 (special arrangement class) and March 18 (final exam). The quiz will take place after the Q/A session on lab and homework. Quizzes will consist of questions related to **ALL** the material covered in the previous classes, in the labs, and homeworks. Quizzes may be administered on paper, via D2L, or via Codelabs (see below). There will be a total of 7 quizzes. The best 5 quizzes will count toward 10 percent of your final grade. Missed quizzes cannot ordinarily be made up. Properly documented exceptional circumstances will be taken into account.

There will be a **midterm exam** on **February 11** and a cumulative, 3-hour long **Final Exam** on **March 18**. Please note that both exams will take place in the usual classroom at the usual time. The final exam is worth 30 percent of your grade

IMPORTANT: If **exceptional** circumstances prevent you from attending the midterm or the final exam, you should get in touch with me 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%
Quizzes	10 %
Midterm Exam	20%

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.