CSC 241 Introduction to Computer Science 1

Fall 2019

Lincoln Park Student Center 364

Class: Wednesday, 6:00 – 9:15 p.m.

Lab: Thursday 6:00 – 7:30 p.m.

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

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

- in person in my office at the Loop Campus, 55 E. Jackson blvd, Office # 2231,
- on zoom (https://depaul.zoom.us/my/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 zoom: https://support.zoom.us/hc/en-us/articles/201362153-How-Do-I-Share-My-Screen-

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;
- 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: 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:

- Announcements
- Powerpoint slides from class
- Examples, handouts and all materials used in class
- Links to recording of class sessions
- Assignments
- Quizzes
- Labs
- A discussion forum
- Grades through the quarters (please note that finals grade will only be posted on Campus Connect)

For you to take full advantage of D2L **it is IMPERATIVE that you have a correct, working e-mail address on file with Campus Connect**. 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 three main components: class work, lab, and home work. In all 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, after you have done preliminary reading. Labs are intended as an opportunity for you to try your hand at solving problem in a supported environment. In both class and lab 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 instructor, your peers, and the lab assistant. Home work is intended

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

LABS: Each week you will attend a 90 minute lab session, facilitated by our lab TA, Michelle Wei Xu. Lab work completed correctly and submitted on D2L (when appropriate) will count for 10% of your grade.

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 Wednesday by class time.
- Assignments, with the exception of CodeLab activities, **need to be submitted electronically on D2L**. Please do not email assignments to me. Only assignments submitted on D2L will be graded.
- Assignments 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 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 and in the lab. 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.**
- Assignments are worth 30% of your grade.
- At the beginning of each class we will discuss the solution to the weekly assignment. Hence no late assignments will be accepted. **No exception**.
- No emailed assignments 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

QUIZZES: There will be a weekly **quiz,** due before the beginning of every class, **starting on Wednesday, September 11th** , 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. You should think of quizzes as helpful study aids. There will be a total of 9 quizzes. Quizzes are worth 5% of your course grade.

EXAMS: There will be a 3-hour long **Midterm Exam** on **October 16th** and a cumulative, 3-hour long **Final Exam** on **November 20th** . Please note that both exams will take place in the usual classroom at the usual time, unless your instructor announces a change in class and/or on D2L**.** 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 attending 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
Assignments	30 %
Labs	10 %
Quizzes	5 %
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

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. **Please note that you will have the opportunity to fill your evaluation in class, on November 13th.**

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/ .

During class work we will be using a screen-share app called Solstice. Instructions on how to use Solstice will be posted on D2L. This will allow you to share your screen with the class during active learning exercises.

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.