

Course Syllabus
CMPSCI 111L – Introduction to Algorithms and Programming: Java Lab
Section #25372 – Spring 2017 Semester

Course Description: This course is an introduction to algorithms, their representation, design, structuring, analysis and optimization. It requires implementation of algorithms as structured programs in a high level language. This course will use Java and students will be expected to write and execute Java programs in the lab section.

When and Where: Lecture Mon & Wed 8:00AM - 9:20AM, Lab Mon & Wed 9:30AM – 10:50AM, HSLH-133

Please check the [CMPSCI 111L Canvas](#) web page each week for:

- Important Announcements
- Programming Project Assignments
- Programming Project Due Dates

Instructor: Benjamin Riveira

Office Hours: Mon & Wed 12:45 PM – 1:45 PM, Fri 9:00 AM – 11:00 AM Seco Hall 305E, Tue & Thur 11:00 AM – 12:00 PM, Canyon Country Campus Room 507 (best to email for an appointment).

Email: benjamin.riveira@canyons.edu

Web Page: <http://www3.canyons.edu/faculty/riveirab/>

Required Text: *Introduction to Java Programming*, Y. D. Liang, Pearson Prentice Hall, Brief Version 10th Ed., ISBN-13: 978-0-13-359220-7.

Student Learning Outcome: Evaluate the basic concepts of computer programming and analyze their impact on algorithms, problem solving and program implementation.

CMPSCI 111L Grading: 6 Programming projects, 30 points each, 180 points total.
Needed Point Totals: **A** – 157 points, **B** – 135 points, **C** – 108 points, **D** – 90 points

Class and Lab Etiquette: Please silence all smartphones and electronic devices before entering the classroom. No smartphones or iPod/MP3 players are to be used during class lectures. Laptops may **ONLY** be used during lab time, or to take notes during lecture class. Browsing the Internet during lecture time is reserved for class-related web sites such as Canvas. **Non-class related activities on lab computers are strictly prohibited.**

Academic Dishonesty: On programming projects, it is permissible to discuss solution approaches in a **general** sense with other students or the lab tutors. But when submitting a program for a grade, **the program must represent your own work. It cannot be a program written for you by someone else and it cannot be a direct copy of another student's**

program, even if you worked in a group with that student. **Penalties for academic dishonesty on a single programming project may result in a grade of “F” for the entire course.** If you have any doubts about what is considered dishonest, please ask the instructor for guidance before taking such a serious risk. In general, **full disclosure** is the best policy on any submission. In other words, **if a friend helped you to complete a project, state this fact in writing at the beginning of the submission.** Such a submission may not earn full points, however.

Attendance: Attendance will be taken for all class meetings at the beginning of class. Should a student be tardy, it is the student's responsibility to sign in after class to inform me of their presence. Otherwise, the student will be marked as absent for the class. **The instructor reserves the right to drop a student after 2 consecutive absences.** However, it remains the student's responsibility (not the instructor's) to officially drop the course if necessary. The student should **not** assume that she/he **will** be dropped after these absences, nor should she/he assume that she/he will **not** be dropped.

Late Programming Projects: Programming project due dates are posted well ahead of time. If you anticipate that you will not be able to meet a project deadline, **submit your work in progress on or before the project due date.** Late projects will **not** generally be accepted. If a student wishes to submit a project past its due date, they must meet with the instructor during office hours or make an appointment to discuss their circumstance. **If an exception is made for late work, the grade will be penalized 1 (one) letter grade for each calendar day it is late. Projects that are more than 4 calendar days late will not be accepted at all. All projects must be submitted through Canvas. The instructor will not accept e-mailed project submissions, even if those projects have been submitted “on time”.** Projects submitted late because of lack of proper transport methods will not be graded.

Project Deliverables: When submitting a project, it is your responsibility to provide the grader with as much documentation as possible, because documentation helps the grader evaluate the work that you have done. Therefore, **all project submissions must conform to the following specifications:**

- a. Universal comment header, **to be included at the beginning of EVERY source code file.**

```
/*
 * Project #1
 * Source Code File: Exercise1_3.java
 * Programmer: Benjamin Riveira
 * Due: 2/27/17
 * Description: This is a Java programming exercise which
 * demonstrates the use of a sequence structure.
 */
```

- b. A single ZIP file containing:
 - a. Source Code

- b. Test case runs, i.e., Console window output (copied into a text editor and saved as a .txt file)
- c. Test Case Data Sheets (if test case data were used)
- d. Design Documents (if required by the project specification)

Failure to provide adequate documentation of your work will result in point deductions.

Important Dates:

Project #1	Due 2/27/17	Add Deadline	2/19/17
Project #2	Due 3/20/17	Drop w/o "W"	2/19/17
Project #3	Due 4/12/17	Drop Deadline	5/7/17
Project #4	Due 5/3/17	Drop w/Refund	2/19/17
Project #5	Due 5/15/17		
Project #6	Due 5/31/17		

Please be sure to avoid scheduling conflicts with these dates.

Course Schedule (Subject to Change)

2/6/17	Review Syllabus
2/8/17	Chapter 1
2/13/17	Chapter 1
2/15/17	Chapter 2
2/20/17	President's Day Holiday (No Class Session)
2/22/17	Chapter 2
2/27/17	Chapter 2, Project #1 Due
3/1/17	Chapter 3
3/6/17	Chapter 3
3/8/17	Chapter 3
3/13/17	Chapter 5
3/15/17	Chapter 5
3/20/17	Chapter 5, Project #2 Due
3/22/17	Chapter 6
3/27/17	Chapter 6
3/29/17	Midterm Exam (in lecture)
4/3/17	Spring Break (No Class Session)
4/5/17	Spring Break (No Class Session)
4/10/17	Chapter 7
4/12/17	Chapter 7, Project #3 Due
4/17/17	Chapters 7 & 8
4/19/17	Chapter 9
4/24/17	Chapter 9
4/26/17	Chapters 9 & 4
5/1/17	Chapters 10 & 12
5/3/17	Chapter 11, Project #4 Due
5/8/17	Chapter 11
5/10/17	Chapter 11
5/15/17	Chapter 13, Project #5 Due
5/17/17	Chapter 13
5/22/17	Chapter 13
5/24/17	Parts of Chapters 14, 15, and 16 (TBD)
5/29/17	Memorial Day Holiday (No Class Session)
5/31/17	Final Exam, Project #6 Due

*Recent California Legislation guarantees admission to a California State University (CSU) campus for any community college student who completes an “associate degree for transfer”. The Associate in Science for Transfer (AS-T) in **Math, Physics, Computer Science, and Geology**, or the Associate in Arts for Transfer (AA-T) in **Geography**, is intended for College of the Canyons students who plan to complete a bachelor's degree in a similar major at a CSU campus. Students must earn a C or better in all courses required for the major or area of emphasis. The College also offers associate degrees in **Biology, Computer Science, Engineering, and Math**. For more information on the suggested sequence of classes to be taken in order to obtain these degrees in two years, as well as information on when these courses are guaranteed to be offered, please visit: <http://www.canyons.edu/Offices/MathScienceDiv/Pages/Classes.aspx>*