University of Wyoming
COSC 1030 Computer Science I
Section 01: Jerry Hamann
Fall Semester, 2009
Course Syllabus and Policies
Version <08172009>

Instructor(s): Jerry C. Hamann
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Office Hours:
M-F 9:00 -- 9:50
W,R 2:10 -- 3:00

Text Resources: *C++ How to Program*, 6th Edition, P. J. Deitel and H. M. Deitel, Pearson Education (Prentice Hall), ISBN 0-13-615250-3, 2008.

Grading:

Quizzes	5%	
Labs	15%	
Hour Exams (2)	40%	
Programming Assignments	20%	
Final Exam	20%	
Total	100%	A($\geq$ 90%), B($\geq$ 80%), C($\geq$ 70%), D($\geq$ 60%), F($<$ 60%)

Course Description (from UW General Bulletin): Continues the introduction from COSC 1010 to the methodology of programming from an object-oriented perspective. Through the study of object design, introduces the basics of human computer interfaces, graphics, and social implications of computing, with an emphasis on software engineering.

Prerequisites: COSC 1010 or equivalent experience and concurrent registration in MATH 2200.

Objectives: We will focus on two primary tasks: enhancing object-oriented program design skills and gaining practical expertise with the C++ language. Particular objectives which we will pursue are detailed as follows:

- Mastery of C++ syntax for structured programming with sequential, selection, looping and procedural capabilities.
- Mastery of basic procedural programming concepts for solving simple computational tasks and verifying correctness.
- Mastery of C++ syntax for describing simple data structures with class definitions and implementations.
- Advanced practice in use of object-oriented design techniques to implement simple computational problem solutions.
- Practice in C++ Standard Template Library use for data structure and algorithm implementation.

In doing this, we will continually wrestle with the demands of good programming design practice and the constraints imposed by the language with which we complete the design.

"Homework," Quizzes and Exams: The course text is rich with Self-Review Exercises which will provide you with significant syntax practice. The schedule provides a guideline for which portions of the text to concentrate upon. Your daily "homework" should include reading the text and checking your comprehension with the Self-Review Exercises. This will typically require access to a C++ development environment in order to enter and test live code. **It will be to your advantage to become very comfortable with Microsoft Visual Studio (2008) for C++, and for the adventurous, the GNU C++ compiler/linker.**

A brief in-class quiz will be given each and every Tuesday (Exam days excepted). The lowest single quiz grade will be dropped from your final semester quiz average. **A missed quiz or exam cannot be made up without a University Excused Absence**.

Programming Assignments: Programming assignments will be given on a near weekly basis. Typically, assignments will be described in class on Thursday and will be due by noon on Friday, one week later. Submission of work will be electronic via the student folders on the \\lamont\courses\cosc1030 network volume. Credit for late submissions will be deducted at the rate of 20% per 24 hour period late (e.g., if you submit by 11 am on Saturday, the maximum you may receive is 80%). A programming assignment will be due during the last week of classes.

Laboratory: Attendance at and completion of all laboratories is required. You **MUST** attend the lab section in which you are enrolled. If you have a University Excused Absence for a lab time, arrange with your instructor to attend a different lab section for that week only. An unexcused absence from lab will result in a grade of 0 for that lab. Labs will meet weekly. Lab assignments must be turned in electronically, as described by your instructor, no later than one week after the start of the given lab session. **No credit will be awarded for a late lab submission.** A lab assignment will be due during the last week of classes.

Course Website and Email: Course materials (including this syllabus, programming assignments, laboratory procedures, and examples from lecture sessions) will be posted on the WyoWeb MyCourses portal for COSC 1030. Electronic mail will be used extensively for reporting changes to the schedule, providing feedback for electronically submitted assignments, and for distributing notice of updates to online resources. Each student should check their UW registered email address frequently.

Academic Honesty: The University of Wyoming is built upon a strong foundation of integrity, respect and trust. All members of the university community have a responsibility to be honest and the right to expect honesty from others. Any form of academic dishonesty is unacceptable to our community and will not be tolerated. Cases of academic dishonesty will be dealt-with in accordance with University Regulation 6-802. Possible outcomes include a grade of F on an assignment or for the full course. Note that it is considered academically dishonest to provide another student with either a written or electronic copy of one's own solution to an assignment prior to submission and grading.

Programming assignments and laboratory exercises are designed to be completed independently unless specifically stated otherwise in the written instructions. If you receive outside help, either from laboratory assistants (other than your TA or instructor) or from friends or classmates or others, you **MUST** report the names and attribute fully the contributions of all who help you (these must be in-code comments in your source file(s)).

Disability Accomodation Policy: If you have a physical, learning, sensory or psychological disability and require accommodations, please contact your instructor as soon as possible. You will need to register with and provide documentation of your disability to University Disability Support Services (UDSS) in Room 330, Knight Hall or call 307-766-6189 to set up an appointment.

Suggestions: Some recommendations for study which you should consider are as follows...

Don't miss class. New material is covered each lecture, including methods and concepts which are not covered in the course text. The course moves very quickly. You can't afford to miss class.

Read in advance. The reading assignments are detailed on the Schedule. It will be assumed that you've read the pages described before the lecture session.

Play with the sample code. Sample program code used in lecture will be provided on the WyoWeb MyCourses portal. Download the code, compile, run, experiment.

Don't ignore the quizzes, labs and programming assignments. They comprise a total of 40% of your grade. If you only completed the exams, you would need to score perfectly on all exams to avoid an F grade for the semester (and, you'd only get a D for your efforts).

Get your "hands dirty" with the code. You must become comfortable with programming, testing, debugging, re-testing.