

UNIVERSITY OF MARY HARDIN-BAYLOR
COMPUTER SCIENCE CLASS SYLLABUS
Spring 2010

Course Number: **CISC 2305**
Course Title: Introduction to Computer Science
Number of Credits: **3**
Location of Class: Davidson Building, Room 122
Meeting Time: 12:00 – 12:50PM Monday, Wednesday & Friday
Professor: Armstrong, Edwin; PhD
Office: Room 106 Davidson Building
Office Hours: Professor's schedule posted in Davidson
Office Phone: (254) 295-5418
Email: earmstrong@umhb.edu

1. COURSE OVERVIEW

During this course, we will examine the various aspects of Computer Science and Information Systems, to include a history of computing, hardware organization and architecture, algorithms and problem solving, machine level representation of data, operating systems, basic concepts of structured programming, programming languages, structured systems development, introduction to net-centric computing concepts (networking, the Internet, HTML, and C#). Most of our class work will be posted and available at: "<http://tinyRealm.com/>".

2. COURSE OBJECTIVES

Upon successful completion of this course you should:

1. be able to describe the organization and architecture of computers
2. be able to describe how a basic computer functions
3. be able to describe different types of networks and how they can be used
4. be able to create a basic Web page using HTML
5. be able to describe how the Internet is used in today's marketplace
6. be able to use the Binary Number System to describe the machine representation of data in terms of bits
7. be able to develop and implement problem-solving strategies
8. be able to create basic data structures
9. be able to interpret programming language semantics and understand sequence control in programming languages
10. be able to use the C# programming language to write useful computer programs

3. INSTRUCTIONAL MATERIALS

TEXT:

Sams Teach Yourself Visual C# 2008 in 24 Hours

Author: James Foxall

ISBN #: 978-0672329906

MATERIALS: A “pin” or “flash” drive (at least 4Gb) for transporting projects

4. STUDENT REQUIREMENTS

A. Class Participation: Each student is expected to fully participate in class discussions and to submit assignments by the time designated. It is the individual student’s responsibility to arrange ahead of time and obtain approval for late submission of assignments or makeup examinations. Class participation and timely completion of all assignments will be fully considered in determining a student’s overall grade.

B. Attendance: Students are strongly encouraged to attend each class. Attendance and participation are considered in the final grade; failure to attend at least 67% of scheduled classes (2 out of 3 per week) for any reason will result in a grade of “F” for the course. Communicate with the professor in advance if you expect to be absent. In case of an emergency, it is expected that appropriate arrangements will be made by the student immediately upon return to campus.

C. Written Assignments: Reading and study assignments are indicated in the attached schedule. Quizzes may be administered periodically to determine comprehension of reading assignments and class discussion. Written (homework) assignments will be assigned periodically to reinforce the reading assignments. These exercises will be less involved than the Laboratory Projects, usually involving answering questions from the text or assignment sheet. Classes will be conducted on the assumption that students have read the material in the text so that the focus can be on class discussion of the topics.

D. Examinations: Three examinations (including the Final) will be administered during the semester as indicated in the class schedule. The examinations will include practical exercises and may require use of the Computer Laboratory. The material to be covered on each examination will be as indicated in the schedule. **There will be no make-ups for the Final Exam.**

E. Projects: Students will be assigned specific projects to complete and turn-in for C# and HTML. Work on these projects should be completed in the CISC Computer Laboratory. However, students may use other computer equipment *as long as the software used is the same (including version) as that installed on CISC Computer Laboratory*. Projects constitute perhaps the most important part of achieving the course objectives. Projects will consist of programming assignments and other activities deemed appropriate to course objectives; each will be assigned a specific due date.

F. Guidelines for Submissions: The quality of your submissions reflects upon your professionalism and pride in your work. The individual projects will be submitted as indicated in the assignment sheet. Students are responsible for insuring their projects have, in fact, been turned in on time and should maintain a copy of computer based projects on a portable media ('flash' drive). Students are encouraged to discuss their work with each other; however, **projects and assignments to be submitted must be the individual student's effort**. Any obvious duplication of work will result in a grade of zero for all students involved; additional occurrences will result in disciplinary action at the departmental level.

G. Grade Computation: Successful completion of this course requires taking the three examinations, and completion of the assigned individual projects. Failure to take an examination or to complete any of the assignments (in accordance with guidelines in item "B Attendance" above) will result in a grade of "0" for that assignment or exam.

Examinations	20
Projects & assignments	70
Attendance, Participation	10
Total	<u>100</u>

A= 90-100%, B= 80-89%, C= 70-79%, D = 60-69%, F = 59% or less. The final grade will be computed to one decimal place and then rounded.