CS 111 – Program Design I   Spring 2014

Instructor:	Patrick Troy
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Office Hours:	12:00 – 1:30 Tuesday and Thursday, or by appointment
Lecture Times:	2:00 - 3:15 T,Th LC C3 Call #: 34013
Lab Times:	1:00 - 1:50 Monday 2249 SEL Call #: 34443 2:00 - 2:50 Monday 2249 SEL Call #: 34444 3:00 - 3:50 Monday 2249 SEL Call #: 34445 4:00 - 4:50 Monday 2249 SEL Call #: 34446
Texts:	• Introduction to Computing and Programming In Java, by Guzdial & Ericson, Pearson Prentice Hall Publ. ISBN-10: 0131496980; ISBN-13: 9780131496989
Assignments:	Lab Assignments (Almost every week) 20 % Lab Quizzes (Almost every week) 5 % Programming Projects (About 4) 30 % Exam 1 Th: 2/20 in lecture 15 % Exam 2 Th: 4/10 in lecture 15 % Final TBA: Wed 5/7 3:30 15 %
Grading:	100% - 90.0% Grade A 89.9% - 80.0% Grade B 79.9% - 70.0% Grade C 69.9% - 60.0% Grade D 59.9% - 0% Grade F
URL:	http://www.cs.uic.edu/CS111
Catalog Description:	Introduction to programming: control structures; variables and data types; problem decomposition and procedural programming; input and output; aggregate data structures including arrays; programming exercises.

This course is intended for students with little to no prior programming experience who:
1. are interested in seeking a major or minor in Computer Science, or
2. are other College of Engineering majors who wish to pursue the CS 111-141 path to meeting their computing requirement.

Other students are more than welcome to join CS 111 or may wish to check out the similar (but less intense) course of CS 100.

Learning Objectives:
1. Students will be able to read, understand, make functional alterations to, and create, through assembling very small code fragments, small programs (less than 50 lines) that achieve useful communication tasks.
2. Students will be able to design, implement, test, and debug (from scratch) a very small program that uses two standard control structures (e.g., conditional/if and iteration, or two iterations), which may be nested.

3. Students will appreciate what computer scientists do and the key concerns of that field that relate to students' professional lives:
   - Students will recognize that all digital data is an encoding or representation, and that the encoding is itself a choice.
   - Students will understand that all algorithms consist of manipulating data, iteration (looping), and making choices – at the lowest level, about numbers, but we can encode more meaningful data in terms of those numbers.
   - Students will appreciate the value of a programming vs. direct-manipulation interface approach to computer use and will be able to describe situations where the former is preferable to the latter.
   - Students will be able to identify the key components of computer hardware and how that relates to software speed (e.g., interpretation vs. compilation)

The lab assignments will be given out in lab and are due by 11:59 pm on Wednesday of that week. **No late lab assignments will be allowed for this course.** Each lab assignment will count for 2% of the final grade up to a total of 20%. Lab scores will count for a maximum of 20% of the final grade. Lab quizzes will be given just about every week. Each quiz will count for 0.5% of the final grade up to a total of 5%. You must be present at the lab to get credit for the quiz.

Programming Projects (BUT NOT LABS!) can be turned in late with the following late penalties: **(No late lab assignments will be accepted for this course.)**

One Day Late:	10% Penalty
Two Days Late:	20% Penalty
Three Days Late:	40% Penalty
Four Days Late:	80% Penalty
Five Days Late:	160% Penalty (I.E. a score of 0 is recorded)

All assignments (lab and programming) are to be turned in electronically.

If you have any questions regarding how any assignment or test is graded and you think that you deserve more points than you received, you must see the instructor about this within one week of the time the assignment is first returned to the class. No claims, justifiable or not, will be considered after this dead line.

Attendance at class is up to the discretion of each student; however, each student is responsible for all information (notes, hand-outs, announcements, etc.) covered during class. You should ask fellow classmates for missed information, not the instructor or the TA.

No "extra" work is allowed to make up for poor performance. Any student caught cheating will receive an E in the course, and face possible dismissal from the University. Students are advised that it is a violation to copy, or allow another to copy, all or part of an exam or program. No incompletes will be given for poor performance in the course.

Because of SPAM, when sending email please include "CS 111" in the subject.

The official web page for this course is the web page at:
   http://www.cs.uic.edu/bin/view/CS111/CS111Spring2014
The information contained in the UIC Blackboard site is not the official information for this course. If inconsistencies exists between the official web page and blackboard, follow the information on the official web page.