UTD	**Course**	CS 1336 Programming Fundamentals
	Professor	Don Vogel
	Term	Fall 2016
		Section: 001 Monday & Wednesday : 4:00 am – 5:15pm Class Room Location: ECSS 2.312

Professor's Contact Information

Office Phone	972-883-3551
Office Location	ECSS 2.103A
Email Address	don.vogel@utdallas.edu
Office Hours	Monday and Wednesday: 11:00 am – noon 1:00 pm – 2:00 pm Available by appointment for other times

General Course Information

Co-requisites	CS 1136 is a co-requisite for this course
Course Description	**Programming Fundamentals** Introduction to computers. Primitive data types, variable declarations, variable scope, and primitive operations. Control statements. Methods/functions. Arrays, and strings using primitive data arrays. Output formatting. Debugging techniques. Designed for students with no prior computer programming experience. This class cannot be used to fulfill degree requirements for majors in the School of Engineering and Computer Science.
Learning Outcomes	• Ability to develop algorithmic solutions for use on computers • Ability to perform console input and output, utilize basic operators, and perform sequential processing • Ability to utilize the basic control structures for selection • Ability to utilize the basic control structures for repetition logic • Ability to perform sequential file input and output • Ability to develop programs in a functional form • Ability to process data in arrays
Text	Starting Out with C++, From Control Structures through Objects (8th edition); Gaddis, Tony; Addison-Wesley Publishing. ISBN 978-0-13-376939-5
Suggested Materials	• C++ language tutorial http://www.cplusplus.com/files/tutorial.pdf • C++ reference: http://www.cppreference.com • C++ tutorial http://www.learncpp.com/
C++ Compiler (Required)	All projects you submit will be compiled with MinGW 4.9.2. You may use any IDE that can utilize MinGW 4.9.2. In class, the Integrated Development Environment (IDE) that I will be using is Eclipse (Mars.2). This is a free download for Windows. I will post a document to eLearning stating how you can install the compiler and Eclipse. You can also find a copy at URL: http://utdallas.edu/~dgv130030/pdfs/EclipseForWindowsMinGW_w64_4_9_2.pdf For Mac users, I recommend using XCode or creating a Windows partition to install MinGW and an IDE. Be advised that there is a Mac version of Eclipse, but I have not used it.

	If a student uses a compiler other than MinGW 4.9.2 for development, he/she is responsible for verifying prior to submission that the code compiles properly with the stated compiler. No compiler is perfect and each one has its own quirks. It is the student's responsibility to make sure that the program functions as expected with the compiler that will be used for grading (MinGW 4.9.2). This would include Microsoft VisualStudio which is NOT based on MinGW. If you intend to use your own computers to write the class assignments, it is important that you get a compiler downloaded, installed, and running on your computer as soon as possible. If you don't have a computer, or if you're having problems getting a compiler installed, you should write your programs in the labs until the problems are resolved. In any case, please note that you are responsible for getting the programming assignments written and turned in on time. Since there are many computers available on campus, problems with your local machines will not be accepted as an excuse for not doing the assignments or late submissions.

Tentative Class Schedule (all dates are subject to change at the discretion of the instructor): See eLearning for any changes.

Date	**Topic**	**Reading Assignments and due dates**
8/22	Introduction to CS 1336	Read Chapter 1
8/24	Introduction to Programming	
8/29	Problem Solving and Pseudocode	Read Chapter 2
8/31	Introduction to C++	
9/5	**LABOR DAY (NO CLASS)**	
9/7	Introduction to C++	
9/12	Introduction to C++	Read Chapter 3
9/14	Expressions and Interactivity	
9/19	Expressions and Interactivity	
9/21	Expressions and Interactivity	Read Chapter 6
9/26	**Exam 1 (Chapters 1, 2 and 3) – Testing Center During Class Time**	
9/28	Functions	**Project 1 is due**
10/3	Functions	
10/5	Functions	
10/10	Functions – Pseudocode and Functions	Read Chapter 4
10/12	Making Decisions	
10/17	Making Decisions	**Project 2 is due**
10/19	Making Decisions	
10/24	Making Decisions	Read Chapter 5
10/26	Loops	
10/31	**Exam 2 (Chapters 4 and 6) – Testing Center During Class Time**	
11/2	Loops	**Project 3 is due**
11/7	Loops	
11/9	Loops	
11/14	Files	

11/16	Files	Read Chapter 7**. Project 4 is due**
11/21 – 11/25	**FALL BREAK**	
11/28	Arrays	
11/30	Arrays	
12/5	Arrays	
12/7	Arrays	
12/10	Arrays	**Project 5 is due**
Finals Week	**Exam 3 (Chapters 5 and 7) - TBD**	

Important Dates (Preliminary). All project and homework due dates will be posted to eLearning. Any changes to test dates and times will be posted on eLearning.

August 22	Classes start
September 5	Labor Day (School Closed)
September 7	Census Day, Last day to drop a class without a "W"
September 26	Exam 1
September 28	Project 1 due
October 17	Project 2 due
October 27	Last Day to Withdraw
October 31	Exam 2
November 2	Project 3 due
November 16	Project 4 due
December 10	Project 5 due
TBD (Finals Week)	Final Exam

Course Policies

Make-up Work	Currently none is planned
Extra Credit	Currently none is planned
Homework	Homework assignments are generally short coding assignments that can be done in 1-2 hours. These assignments will typically be due 1 week from the date given. See "Your Work" below for additional information.
Late Homework	Homework will not be accepted late. If your assignment is not submitted at the time posted on eLearning, it is late and will receive a grade of 0. If it is not submitted it will get a grade of 0. Homework is only accepted via eLearning unless I have approved the submission prior to the due date.
Projects	Projects will be major programming assignments that reinforce recently discussed topics and should be completed in two to three weeks. Do not wait until a couple of days before the due date to start the project. This is a very bad idea and almost never ends well for the student. Programming assignments will be graded on a 100-point basis. Not only will your project be graded on proper execution, but also things like efficiency, implementation and documentation. Keep in mind that you always want to write code that is easy to understand and is also easy to maintain. Fewer lines do not necessarily mean a better program. Please use comments liberally.

	You are responsible for testing your project thoroughly before submission. I will not give you the complete test cases that will be used for grading before the project is due. See "Your Work" below for additional information.
Late projects	Projects will be accepted late at the penalty of 5% per hour late (rounded up, so one second late will be counted as one hour) for up to 6 hours past the due date/time. If the project is submitted more than 6 hours late the grade will be 0. Missing projects will be given a grade of 0. If you believe that you have a valid excuse for your work being late then you must make arrangements with the instructor BEFORE the due date. In no cases will lab submissions be accepted more than two weeks after the original due date. Medical excuses will require a note from your Doctor.
Missed Exams	You are responsible for being available during the exam times. The midterm exam is during class time. The final exam 3 will be during the exam time assigned on Galaxy. If you cannot make an exam time you must let me know BEFORE the exam date and time. Medical emergencies will require a note from your Doctor. **Missed exams will result in a grade of 0 for that exam.**
Your work	All work you submit must be your work. If you ask others for help (other students, the mentor center, etc.) you must ensure that you submit only work that you have, personally, performed. Group submissions are not allowed unless explicitly allowed by the instructor (Don Vogel). There are no plans for any group assignments in this class. All homework and project assignments will be checked for plagiarism. Any homework or project assignments found to be very similar to each other will be reported to the Judicial Affairs Committee and I will accept their decision in regards to the grade.
Grading Disputes	All grade disputes must be reported within 1 week of the grade in question being posted in eLearning. I am responsible for grading your exams. If you have questions regarding your exam, please contact me. Please note that due to FERPA, I cannot discuss grades via e-mail. Everything else will be graded by a TA. Please address any grading concerns you have regarding these grades with the TA. When you email the TA with questions about your grade, please copy me on the email so that I am aware of the situation and can make sure it is resolved.
Class Attendance	Three consecutive absences leads to one letter grade drop (as an example, your grade could drop from an A- to a B-). Four consecutive absences leads to an F.
Tutoring	For programming assistance in CS1336, a tutoring lab will be maintained. The schedule usually comes out a couple of weeks after the semester begins. Once the tutoring schedule for this semester has been released, an announcement will be posted on eLearning. In addition, it is part of the TA's job to help you, so please of course, I'll be happy to help as well.
Classroom Citizenship	Professional at all times

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<tr><td>Grading (credit) Criteria</td><td>
Grading Policy
Homework, and pop quizzes – 10%
Exam 1 – 20%
Exam 2 – 20%
Exam 3 – 20%
Projects – 30% (5 projects, each worth 6%)
Grading:
Grades are not rounded in any way
<table>
<tr><td>A+</td><td>98 and above</td></tr>
<tr><td>A</td><td>92 - 97 (92 or more and less than 98)</td></tr>
<tr><td>A-</td><td>90 - 91 (90 or more and less than 92)</td></tr>
<tr><td>B+</td><td>88 - 89 (88 or more and less than 90)</td></tr>
<tr><td>B</td><td>82 - 87 (82 or more and less than 88)</td></tr>
<tr><td>B-</td><td>80 - 81 (80 or more and less than 82)</td></tr>
<tr><td>C+</td><td>78 - 79 (78 or more and less than 80)</td></tr>
<tr><td>C</td><td>72 - 77 (72 or more and less than 78)</td></tr>
<tr><td>C-</td><td>70 - 71 (70 or more and less than 72)</td></tr>
<tr><td>D</td><td>60 - 69 (60 or more and less than 70)</td></tr>
<tr><td>F</td><td>Below 60</td></tr>
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<tr><td>Comet Creed</td><td>This creed was voted on by the UT Dallas student body in 2014. It is a standard that Comets choose to live by and encourage others to do the same:

“As a Comet, I pledge honesty, integrity, and service in all that I do.”</td></tr>
<tr><td>Additional Policies</td><td>Please visit http://go.utdallas.edu/syllabus-policies for all other University policies</td></tr>
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Descriptions and timelines are subject to change at the discretion of the Professor.