



CS 1334

Programming Fundamentals for Non-Majors

Syllabus Spring 2019

Course Number:	CS 1334.001.19S (24047) CS 1334.002.19S (24093)
Instructor:	Gordon Arnold ECSS 4.232 Gordon.Arnold@utdallas.edu
Office Hours:	Monday/Wednesday 10:00-11:00am or by appointment
Catalog Description:	CS 1334 - Programming Fundamentals for Non-Majors (3 semester credit hours) 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. May not be used to satisfy degree requirements for majors in the School of Engineering and Computer Science. Credit cannot be received for both course CS 1334 and CS 1336. Note that a grade of C or better is required in order to register for CS 1335.
Corequisite:	CS 1134
Course Expectations:	Ability to understand and utilize concepts: Variables, Operators, Statements, Functions Ability to use fundamental programming constructs: sequence, repetition, conditional logic and branching Ability to develop programs in a functional form Ability to process data in arrays
Textbook:	None
Attendance:	The UTD Computer Science Department has instituted a mandatory attendance policy. This class will be <u>MORE RESTRICTIVE</u> in policy than the department standard. If three classes are missed (consecutive or non-consecutive), your final grade will drop by one letter. If four classes are missed, you will fail the class.
Homework Assignments and Projects:	In the course of the semester, you will have plenty of opportunity to code for a grade. All programming assignments require that you submit a link to your Khan Academy project. Any additional documentation (and other homework) should be submitted as a word document (*.docx). Late homework or projects will not be accepted.



CS 1334

Programming Fundamentals for Non-Majors

Syllabus Spring 2019

- Conduct:**
- **No computers in class.** Without a computer in front of them, students are more engaged during class time. Tablets or laptops that can be converted into tablet mode are allowed for students to take notes.
 - **Homework and projects are individual** endeavors and students are not to work in groups on any project. Students are permitted but **DO NOT SHARE ANY CODE**. All projects will be submitted in eLearning and will be compared for originality. Any projects that are approximate or identical copies will be referred to the OCSC.
 - **No extra credit.** Course credit is only given for work assigned and scheduled in the course schedule. No extra work will be assigned nor will extra credit be given for any extra work performed by a student.

Grading:	Tutorials	10%
	Projects	45%
	Exams	45%

98-100	A+
92-97	A
90-91	A-
88-89	B+
82-87	B
80-81	B-
78-79	C+
72-77	C
70-71	C-
68-69	D+
62-67	D
60-61	D
Below 60	F.

Important Dates	January 21/22, 2019	No Class
	January 30, 2019	Census Day
	March 06/07, 2019	Exam #1
	March 18/19, 2019	No Class
	March 20/21, 2019	No Class
	April 22, 2019	Last day to drop
	May 01/02, 2019	Exam 2

Boilerplate: The information contained in the following link constitutes the University's policies and procedures.
Please go to <http://go.utdallas.edu/syllabus-policies> for these policies.



CS 1334

Programming Fundamentals for Non-Majors

Syllabus Spring 2019

Tentative Schedule:

Section			
002	001	Topic	Homework Due
1/14	1/15	Intro to Programming Intro to Khan Academy	Tutorial : Intro to programming Tutorial: Drawing Basics
1/16	1/17	Shapes and Colors	Tutorial : Coloring
1/21	1/22	No class	
1/23	1/24	Variables and Operators	Tutorial: Variables
1/28	1/29	draw() and the Animation Loop	Tutorial: Animation Basics
1/30	1/31	sin(), cos(), and %	
2/4	2/5	Affine Transforms	
2/6	2/7	Affine Transforms	
2/11	2/12	Affine Transforms	
2/13	2/14	Affine Transforms	Project #1: Pendulum
2/18	2/19	Mouse Interaction	Tutorial: Interactive Programs
2/20	2/21	Text and Strings	Tutorial: Text and Strings
2/25	2/26	Functions	
2/27	2/28	Functions	Tutorial: Functions
3/4	3/5	Review	Project #2: Tracing program
3/6	3/7	Test #1	
3/11	3/12	Conditionals	
3/13	3/14	Conditionals	Tutorial: Logic and If statements
3/18	3/19	No class	
3/20	3/21	No class	
3/25	3/26	Collision	
3/27	3/28	Loops	
4/1	4/2	Loops	Tutorial: Looping
4/3	4/4	Arrays	Project #3: Balloon Popping
4/8	4/9	Stacks and Queues	Tutorial: Arrays
4/10	4/11	Parallel Arrays	
4/15	4/16	Data Loading and Transformation	
4/17	4/18	Fractals	
4/22	4/23	Games	
4/24	4/25	Games	Project #4: Create Life
4/29	4/30	Review	
5/1	5/2	Test #2	

Due dates are approximate. Check e-learning for exact dates and times.