

University of Montana

ScholarWorks at University of Montana

University of Montana Course Syllabi

Open Educational Resources (OER)

Spring 2-1-2017

CSCI 100.00: Introduction to Programming

Matthew Dolan

University of Montana, Missoula, matthew.dolan@umontana.edu

Follow this and additional works at: <https://scholarworks.umt.edu/syllabi>

Let us know how access to this document benefits you.

Recommended Citation

Dolan, Matthew, "CSCI 100.00: Introduction to Programming" (2017). *University of Montana Course Syllabi*. 4731.

<https://scholarworks.umt.edu/syllabi/4731>

This Syllabus is brought to you for free and open access by the Open Educational Resources (OER) at ScholarWorks at University of Montana. It has been accepted for inclusion in University of Montana Course Syllabi by an authorized administrator of ScholarWorks at University of Montana. For more information, please contact scholarworks@mso.umt.edu.

CSCI 100 – Introduction to Programming Spring 2017

Instructor Information

Lecture Time: M 10:00am – 10:50am in Social Science 344

Lab Times:

Section 01: WF 9:00am – 9:50am in Social Science 258

Section 02: WF 2:00pm – 2:50pm in Fine Arts 210

Instructor: Matthew Dolan

Contact Info: Matthew.Dolan@umontana.edu

Office Hours: MWF 1:00pm-1:50pm or by appointment

Office: Social Science 423

Course Prerequisites: None

Required Textbook

Python Programming: An Introduction to Computer Science by John Zelle, 2nd Edition

ISBN-13: 978-1590282410

Additional Resources

Moodle is an important aspect of taking this course. I will post assignments, quizzes, and due dates to the Moodle class web page. Additionally, you'll find resources beyond class time and your book which will be helpful to learning Python.

Course Description

Students will gain a foundation that will prepare them for higher level computer science courses. This includes the use of an IDE, basic programming concepts, an introduction to elementary object-oriented design techniques, and techniques for designing an effective program structure. Students will use the Python programming language as well as the PyCharm IDE by JetBrains to explore these concepts. No previous experience with programming is required.

Learning Objectives

- Introduction to computer hardware and IDEs
- Introduction to the python programming language
- Basic input/output and chaotic functions
- Elements of program design
- Assigning values, data types, computer arithmetic (floats)
- Strings, Lists, and file reading (intermediate I/O operations)
- Functions, parameters, and return values
- Decision structures and exception handling
- Object-oriented design and Data Collections

Grading

Quizzes (Moodle)	20%
Labs	50%
Tests (2)	30%

Total	100%
-------	------

Grading Scale

90 – 100	A
87 – 89	B+
80 – 86	B
77 – 79	C+
70 – 76	C
67 – 69	D+
60 – 66	D
00 – 59	F

Late Penalties

Work submitted after the given due date is considered late work. I reserve the right to deduct 10% off the specified assignment for each day after the due date. However, my goal is to help you. If you feel you cannot complete the assignment on time or if special circumstances arise, **please do not hesitate to contact me (email)**.

Academic Ethics

While I do not mind if you discuss your assignments with your classmates, you are expected to design, edit and/or print your own assignments. You are expected to take tests without outside assistance. All work is expected to be your own.

Overly similar work will be considered to be the result of copying. If you collaborate with another person for a graded assignment as in the example activities noted above, all parties involved will receive a zero for that assignment. If there are further assignments in which you have collaborated, the matter will be turned over to the Dean of Academic affairs for possible university imposed sanction. It is, therefore, imperative that if you need help on your assignments that you contact your instructor or TA and NOT someone else. The official University policies can be found in the Student Conduct Code.

That being said, if you discuss a problem with a classmate and he/she helps you with a solution, you can avoid ethics infringements by crediting them by name when you turn in your assignment. I will show you how to do this in class.

Disability Modifications

The Department of Computer Science is committed to equal opportunity in education for all students, including those with documented physical disabilities or documented learning disabilities. University policy states that it is the responsibility of students with documented disabilities to contact instructor **during the first week of the semester** to discuss appropriate accommodations to ensure equity in grading, classroom experiences, and outside assignments.

If you think you may have a disability adversely affecting your academic performance, and you have not already registered with Disability Services, please contact Disability Services in Lommasson Center 154 or call 406.243.2243. I will work with you and Disability Services to provide an appropriate modification.

Religious Observances

Religiously observant students wishing to be absent on holidays that require missing class should notify their professors in writing at the beginning of the semester, and should discuss with them, in advance, acceptable ways of making up any work missed because of the absence.

Excused Absences for University Extracurricular Activities

Students participating in an officially sanctioned, scheduled University extracurricular activity will be given the opportunity to make up class assignments or other graded assignments missed as a result of their participation. It is the responsibility of the student to make arrangements with the instructor prior to any missed scheduled examination or other missed assignment for making up the work.