

INTRODUCTION TO COMPUTER PROGRAMMING USING C**INSTRUCTOR:** Mary Pape**OFFICE:** F51n**PHONE:** (408) 864-8877**E-MAIL:** PapeMary@deanza.edu**OFFICE HOURS:** Monday 1:10 p.m.-2:00 p.m. (F51i)

Tuesday 1:10 p.m.-2:00 p.m. (AT 203)

Wednesday & Thursday 9:30 a.m. – 10:20 a.m. (F51i)

CLASS HOURS: TTh 10:30 a.m. – 1:00 p.m. (AT 204)

(Equates to T 10:30 – 1:00 & Th 10:30 - 11:35 & 11:45 – 1:00)

FINAL: 9:15 a.m.-11:15 a.m. Tuesday, December 13 (AT 204)**Prerequisites:**

(Students may receive credit for either Computer Information Systems 15AG and 15BG, or Computer Information Systems 26A.) Advisory: English Writing 100B and Reading 100 (or Language Arts 100), or English as a Second Language 24 and 72 (or English as a Second Language 4); Computer Information Systems 50; Mathematics 105; Computer Applications and Office Systems 70AA.

Course Description:

An introduction to problem solving, algorithms and structured program design using C. Designing, debugging and testing of well-structured programs are also introduced. C topics include data types, expressions, control structures, function, one-dimensional arrays.

Student Learning Outcomes:

Outcome 1: Design solutions for introductory level problems using appropriate design methodology incorporating elementary programming constructs.

Outcome 2: Create algorithms, code, document, debug, and test introductory level C programs.

Outcome 3: Read, analyze and explain introductory level C programs.

Course Outline: Please refer to course calendar.

Attendance:

You are expected to attend all class sessions. Lectures will be the main source of information for both labs and exams.

You will **not** be automatically dropped if you do not come to class. Thus, be sure to withdraw officially to avoid an 'F' grade on your transcript.

Required Text:

Computer Science – A Structured Programming Approach Using C, Third Edition by Behrouz A. Forouzan and Richard F. Gilberg. (2007 Thomson Course Technology, ISBN-10: 0534491324 | ISBN-13: 9780534491321. Downloads available at http://www.cengage.com/search/productOverview.do?N=0&Ntk=P_Isbn13&Ntt=9780534491321#subTab_5 .

CodeBlocks Compiler may be downloaded for free from <http://sourceforge.net/projects/codeblocks/files/Binaries/10.05/Windows/codeblocks-10.05mingw-setup.exe/download> . Course materials are available <https://catalyst.deanza.edu>.

Student Success Center, located in S43, does provide tutors pending availability. Visit <http://deanza.edu/studentsuccess/tutorial> or phone (408) 864-8683.

Grading:

Class Participation	40 points
Online Tutorial Work (CodeLab)	45 points
Quizzes on homework	100 points
Programming Lab Assignments (8)	300 points
Midterms (2)	200 points
Final	200 points

Course letter grades will be assigned as follows:

A+	A	A-	B+	B	B-	C+	C	D	F
99+%	92-98%	90-91%	88-89%	82-87%	80-81%	78-79%	70-78%	60-69%	<60%

where percentages are rounded to the nearest whole number.

Lab assignments will be graded on the following criteria:

- | | |
|----------------|--------------------------------------|
| 1) correctness | 3) style, clarity, and documentation |
| 2) structure | 4) theme issues |

All assignments are due at the beginning of the class period (collected within the first five minutes).

Late assignments will be accepted for one week after the due date with a 5 point penalty. After the one-week limit the assignment will receive no credit. Up to three times per quarter each student will be granted a *one class meeting* grace period (use sparingly remembering that these might be most needed at the end of the quarter).

E-mail messages and questions to PapeMary@DeAnza.edu. For security purposes unsolicited attachments will not be downloaded.

Extra credit opportunities:

- Extra credit includes five (5) points for being at the instructor's computer. Submit hardcopy of work for credit.
- Mini labs over beginning topics will receive 5 points each but must be submitted one week prior to first midterm (no grace period).

Academic Honesty

With the exception of Lab 1, all programming assignments are expected to be your own original code. Never give a soft copy or a hard copy of any lab assignment to another classmate. Any duplicate assignments submitted will receive zero points without regard to who originated and who copied.

Motto:

“You learn to play tennis by playing tennis. You learn to program by writing programs.”