CIS 22A-61Y

Beginning Programming Methodologies in

C++ - Summer 2015

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Class Hours: Monday/Wednesday 6:00PM - 9:50PM

Instructor on-line hours: Monday/Wednesday 1:00PM to 2:15PM

This course is an introduction to computer programming. Its primary objective is to teach problem solving using the C++ programming language. Emphasis will be placed on structured procedural programming with an introduction to object-oriented programming. This course is designed primarily for computer science and related transfer majors.

At successful completion of the course students should be able to:

Design solutions for introductory level problems using appropriate design methodology using elementary programming constructs. Create algorithms, code, document, debug, and test introductory level C++ programs. Read, analyze and explain introductory level C++ programs.

Required Text

Starting out with C++, From Control Structures through Objects, seventh edition or later, by Tony Gaddis Addison-Wesley / Pearson ©2012, ISBN 13: 978-0-13-257625-3, ISBN 10: 0-13-257625-2

Grading:

Home works & Lab Exercises	230 points
Midterm Exam	50 points
Final Exam	70 points
Total	350 points

Grade average required:

A 90% and up of total score

B 78% through 89% of total score

C 62% through 77% of total score

D 46% through 61% of total score

F 45% or less of total score

Home works and Labs:

Should be submitted before 11:59PM of each due date.

If submitted in late, then the home work score will be reduced with a penalty of 10% per day.

Late labs are <u>not acceptable</u> after the due dates.

Code must be clearly commented with your name and the purpose of the code.

Example of code comment:

/*************************************
Author: Your name
Program description goes here

Homeworks and lab submission must contain all needed C++ code files (**file with extension .cpp**) and compile with Code Block compiler on Windows PC. DO not put code in Microsoft Word or .TXT file

- 5 All Email subjects must contains "CIS22A ...", for example use "CIS22A HW1" for homework 1, "CIS22A Lab1" for lab 1,....
- 6 C++ code must be clean of compilation error using the CodeBlocks software as installed on the De Anza Windows computers. Code will syntax errors will be given only 1 point. If you use MacOS or Linux OS, your are responsible to make sure your code can run on Windows machine.

De Anza Academy Integrity: no plagiarism or illegal code sharing

http://www.deanza.edu/studenthandbook/academic-integrity.html

During a quiz or examination do not look at anyone else's work or share your code to classmates. Laboratory work must by your own work to the following extent:

- 1. Do not post your work on-line where others can copy it.
- 2. Do not send your code to classmates.
- 3. Do not copy anyone else's source code file.
- 4. Do not key anyone else's listing into the machine.
- 5. DO NOT DUPLICATE OTHER STUDENTS WORK AND DO NOT GIVE YOURS TO OTHER.
- 6. As long as you are not copying other's work, discussion and exchange of ideas is encouraged.

Need help? Meet with tutors and attend workshops in the Student Success Center:

www.deanza.edu/studentsuccess.

Can't make it to campus? Free online tutoring available to all De Anza students. Just login to MyPortal, go to the Students tab, and find the Smarthinking link. You can work with a tutor live (hours vary by subject) or post a question or piece of writing for a response. Smarthinking tutors can also help you with personal statements for transfer! For more information, go to deanza.edu/studentsuccess/onlinetutoring/