

CSIS 22A Syllabus

Beginning Programming Methodologies in C++

Instructor: Alexandre Veselinov Stoykov
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Units: 4.5 units
Location: Online at <https://deanza.instructure.com/>
Class Time: Asynchronous
Office Hours: Monday, 2pm – 3:40pm

Advisory: EWRT 211 and READ 211, or ESL 272 and 273; MATH 114 or equivalent.

Catalog Description: The fundamental constructs of programming and introduces the concept of object oriented programming is covered in the course. 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. Designed primarily for computer science and related transfer majors.

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

Attendance Policy: Your attendance will be measured by the work that you do. To be attending - you need to complete the assignments listed in each week by their deadline. If you fail to upload more than two weeks of class assignments you may be dropped.

Assignments: All assignments including the class syllabus (this) will be stored on the Canvas page on <https://deanza.instructure.com/>. Your grade will be based upon the Assignments, Quizzes, Discussions, Test and Final Exam that you completed.

Due Dates: All programming assignments are due by the end of the week when they were assigned. For example, Week 1 assignments are to be turned in by 11:59pm on Sunday of Week 1. Discussions are due by 11:59 on Saturday (a day before the end of the week).

Re-grades & Feedback: Assignments can be fixed and resubmitted for up to full credit. If any assignment is missing points, please refer to the feedback that I have left for it. My feedback will explain what was wrong, so that you can correct and resubmit the assignment for full credit (one re-grade per assignment max). I stop re-grading a week before the semester ends.

Drop Policy:

1. I may drop a student that has not submitted any work for over 2 weeks.
2. I must drop a student that has not done any work by the end of week 1.
3. You are responsible for dropping this class if you think that you cannot complete it.
4. Please refer to the De Anza Academic Calendar for the last day to drop with a 'W'

Course Grading Method

All programs must meet requirements and show how they tested and ran. The class will be graded according to the following method:

A = 90% - 100% | B = 80% - 89 % | C = 70% - 79% | D = 60% - 69 % | F = 0% - 59 %

Student Responsibilities: You are expected to keep up with the assignments and will need to spend up to 10hrs per week working on this class. If you disappear and stop turning in assignments, you will fail or I may drop you.

Keep up with the class work: Do not fall behind with the assignments. What you learn in Week 1 will be used in Week 2 and so on. If you procrastinate, you will soon be lost. Plan to get on the class page each week to read and watch the posted material, and complete the required work.

Getting help: To get help message me on Canvas, don't wait for office hours. I will get back to you within 24 hours on weekdays. If you don't hear back from me in over 48 hours, please resend me your question.

If you have a questions about a programming assignment or need help fixing your programs, please:

- (1) Indicate which program number you are asking me about (for example p5.cpp).
- (2) Attach your program (for example p5.cpp) to show me what you have done.
- (3) Show me (copy/paste) what error(s) or (unexpected) results you are getting and need help with.

Texts & Materials: There is no required textbook. The information posted on the class web provides all of the needed content. I have posted weekly lecture notes and videos with examples that will help you do the assignments. Watch the videos and read the notes posted on the class page **before** attempting to do the assignments. The below textbook would be useful if you would like an additional/long-term reference

- "Problem Solving with C++" by Walter Savitch, 9th (or later) Edition: ISBN 10: 0-13-359174-3

Required software: You can write your C++ programs using the online C++ compiler below
https://www.onlinegdb.com/online_c++_compiler

Required Equipment: You will need a Windows or Mac computer to write and save your C++ programs. Tablet, Smartphone or Chromebook will not work. If you are up to it, feel free to use a Linux computer.

Drops: If you stop attending class, it is your responsibility to drop the class or you will get an "F".

Special needs: If you have special needs such as hearing problem, visual problems, or other needs that need accommodations, please let me know so that I can assist you.

Academic Integrity: Students are expected to exercise academic honesty and integrity. Violations such as cheating and plagiarism can result in getting a zero for the assignment, getting an F in the class, or being reported to administration.

Course Contents:

Week 01	Comment, Variable, Input & Output
Week 02	Selection
Week 03	Repetition
Week 04	Functions
Week 05	Midterm
Week 06	Array, Pointer, Dynamic Array
Week 07	Arrays and Functions, Sorting
Week 08	Template, Vector
Week 09	Final Project Assigned
Week 10	File Input and File Output
Week 11	Classes and OOP
Week 12	Final Exam (Quiz), Final Project Due