Course Description

The catalog has the following description for this course: "Offered each semester and summer session. Introduces and applies computer techniques needed to solve problems in a high-level programming language such as C++. Develops programming skills necessary for students to utilize the digital computer in carrying out computational assignments for other courses. Except as provided for in individual college policies, a student may receive credit in only one of Computer Science 1060, 1201, 1203, 1205, and 1583. Not intended for Computer Science majors." We will discuss principles and techniques of writing programs using the C++ programming language as the programming tool.

The course is self-contained and does not presuppose prior knowledge of or experience with computer programming. Of course, if you have used computers and computer software before, you will have a distinct advantage because of your familiarity with a typical computer system. Students who are starting "cold" are encouraged to supplement class meetings with hands-on sessions at their own time.

Prerequisites

MTH 1115 or MTH1125. This will assure us that we can discuss problems that are mathematical in nature with some degree of confidence and competence.

Textbook

Problem Solving with C++, Seventh Ed.
Walter Savitch.
Addison Wesley. 0-321-53134-5

Copies should be available at the UNO Bookstore. Here are other web sites that carry the book:
Barnes&Noble.com
Amazon.com

Course Content

We shall cover chapters 1-8 in the text, with some slight changes in the order of presentation.

Course Objectives

The main objectives of this course include:
• Introduction to automated problem solving.
• Introduction to C++.
• Introduction to the analysis, design, implementation and testing of programs.

Course outcomes

Successful participation in this course will provide you with
• Ability to solve elementary problems via the aid of a computer system.
• Ability to write well written programs of up to 1000 lines of code.
• Basic knowledge of C++.
Course Format

The class will primarily be in lecture format. A significant component of the course grade will be based on programming exercises. These exercises will have to be performed outside of class time using machines that are designated for this purpose (or your personal systems).

I will show up to lectures at least 5 minutes before the start of class. I will start class at 1:30 SHARP. I will ask for questions from the students about the topic, homework or any other matter students may raise. I will proceed to give the lecture. During the first few weeks I will use slides, but very soon I will be just working problems and coding them using my system.

From you: I expect presence in the lecture, questions, and submission of any work given.

Important: You will be always working on a homework, and reading the book. This course is a hands-on, so lots of homework will be given out.

Tests and Exam

There will be pop tests weekly during the first 5 minutes from the start of the class. Be sure to come to class on time.

We will have 2 in class tests and a final exam. The dates of the 2 tests are temptative. These dates are: Thursday October 2th, Thursday November 6th. The final exam is firmly scheduled to take place Wednesday December 10th, 12:30-2:30 in the same classroom as the lectures.

Lectures Attendance

Attendance to class is mandatory. You must submit a written justification of your absence from a third party who can be contacted to verify authenticity of the documents submitted. Thus, the justification document must include name, phone number, and email address of the party providing documents.

Failure to attend lectures will affect your final grade as follows:

- More than 3 consecutive unjustified absences will result in an automatic F in the course.
- More than 6 absences, justified or otherwise, will result in an automatic F in the course.
- Every unjustified absence will cost 2% of your grade up to 10%.

Every justified absence will not be counted as an absence in the computation of your final grade. Note that during the semester you can only submit up to 3 justified absences; after that the absence will be counted as such whether justified or not.

Laboratory, equipment and software

The following rooms can be used to develop C++:
- CSCI-317
- CSCI-212

You may also use your personal computer to develop the programming homeworks for this course. The software system that we will be using is called Bloodshed Software Development for C++, with website: http://www.bloodshed.net/devcpp.html. A separate handout on this system is found in Blackboard under the Course Information link, on the left of the course homepage.

Homework

A number of programming homework will be assigned during the semester. You are required to turn in a hard-copy pretty-printed source. No email submissions are accepted.

From time to time you will be assigned non-programing written homework. These are usually due next lecture unless explicitly expected. Likewise, bonus homework is due next lecture. All homework must be submitted via a computer print out, not by hand unless explicitly specified. Repeat: NO CHICKEN SCRATCH accepted at all.

Assignments are due at class time, on the expected date, and should be handed in to me, or at your risk, left in my mailbox in MATH 311. The box outside my office is an OUT box, do not place any work there. No late submissions accepted; if for extreme circumstances I accept late work, I generally grade late homework MUCH more rigorously and grade it at my convenience; that means that you will not get it back until after the end of the semester.

You will receive an automatic F in the course if you fail to submit a programming homework.
Homework assignments are **individual** projects. Collaboration is considered cheating, and incorporation of un-referenced ideas or materials that are not your own is considered plagiarism. Note: it is better to turn in an assignment and get a poor grade than not to turn it in at all and fail the course. Also note that generally a program must work correctly to be "minimally satisfactory". Turning a program *that works* insures at least a C, not automatically an A as you might expect.

**OUT box**

I will return graded work as soon as possible. Absent students will find homework in **OUT box** outside my office.

**Course Grade**

Grades will be based on in class tests, a final exam, and programming assignments.

- In-class Tests (2) 30%
- Final Exam 30%
- Programming Assignments, pop tests, other homework 40%

Numerical grades translate to their letter grade counterparts using a straight curve:

<table>
<thead>
<tr>
<th>Numerical Grade</th>
<th>Letter Grade</th>
</tr>
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<tbody>
<tr>
<td>90 - 100</td>
<td>A</td>
</tr>
<tr>
<td>80 - 89</td>
<td>B</td>
</tr>
<tr>
<td>68 - 79</td>
<td>C</td>
</tr>
<tr>
<td>60 - 67</td>
<td>D</td>
</tr>
<tr>
<td>below 60</td>
<td>F</td>
</tr>
</tbody>
</table>

Lecture bonus points earned will be just added to the points collected in homework. Test bonus points will be added to your total points earned in the test. Note that this scale will be used for the computation of your grade unless you failed to submit a programming homework or the absence policy stated above applies; in either of these two cases you will be given a grade of F. After the numeric grade computation, deductions due to unjustified absences are applied.

**Office Hours**

The instructor should normally be available for consultation at his office (MATH 331) during the following times:

- Tues, Thurs 12:00 a.m. - 1:00 p.m.
- other times by appointment only

You are encouraged to make use of these periods for your personal profit and for me to get to know students better. Questions and suggestions are especially welcome at these times.

**Email/Course Page**

The instructor may be contacted as follows:

**Email:** jaime@cs.uno.edu  
**Phone:** (504)280-7362, (504)280-6594 (Computer Science office.)

Course page: log in to: [http://uno.blackbord.com](http://uno.blackbord.com) using your UNO LAN account.  
I will communicate via email using your UNO lan email account; you are responsible to read your email in a timely manner. No excuses accepted because email was not timely read.  
**Important** when sending email to instructor:

- write as *subject*: CSCI-1205 student.

Do not expect me to open nor answer email that does not include the requested *subject*.

**Academic Dishonesty**

As a matter of policy, we call your attention to the University's rules regarding academic dishonesty. Academic dishonesty includes cheating, plagiarism, and collusion. In particular, it includes "the unauthorized collaboration with another person in preparing an academic exercise" and "submitting as one's own any academic exercise prepared totally or in part for/by another." In the event of academic dishonesty, the student will be assigned a grade of 0 on the
exam or exercise, the student will be informed in writing of the action taken, and a copy of this letter will be sent to
the Assistant Dean for Special Student Service.

Again welcome to the course and I hope you will find it worth your time and effort.

**Last day to drop course: November 10, 2008**