Abstract

Computer Science I will introduce you to the craft of programming and to the Java language. By the end of the course, you will be proficient at translating problems into syntax that can be interpreted and executed by a computer. You won’t yet have the skills necessary to create anything you can imagine – that will have to wait for Computer Science II – but you will have built an excellent foundation.

Professor

• Dr. Christopher Crick
• Office: MSCS 213
• Lab: MSCS 214
• Office hours: No official office hours for the online course. You should feel free to e-mail at any time with questions, and you are welcome to set up a Skype appointment whenever necessary.
• Email: chriscrick@cs.okstate.edu

Course Meetings

• No meetings for the online course. Lecture videos will be posted to canvas.okstate.edu.

Text

• Online text “CS 1113: Computer Science I” from zyBooks.
• Sign in or create account at learn.zybooks.com
• Enter zyBook code: “OKSTATECS1113CrickSpring2020”
• Subscribe.

Grading

• Participation activities: 10%
• Challenge activities: 10%
• zyLab programming assignments: 30%
• Final independent project: 20%
• Exams: 30%
• Certain programming assignments will be designated as extra credit.
Grade Breakdown

- A: 90%
- B: 80%
- C: 70%
- D: 60%

We reserve the right to curve these percentages downwards if necessary, but they will not be curved upwards. If you score 90.0%, you will earn an A.

Policies

- The course covers the first seven chapters of the zyBooks Computer Science I textbook, and two weeks will be devoted to each.
- Readings include participation and challenge activities, which should be carried out as you read. Each chapter also includes a number of zyLab programming exercises. All of these are due on specific dates, ordinarily one week after the period scheduled for covering the material.
- Throughout most of the course, work will be submitted through the zyBooks interface. You will have to install your own Java compiler and produce code independently by the end of the course, however, including the final project.
- The project can be any substantial piece of programming that you find useful or entertaining. You are encouraged to propose an idea. If you do not, you will be assigned a project of the professor’s choosing. Java files for the project will be submitted to the Canvas dropbox.
- There will be two exams, a midterm and a comprehensive final. These will account for 30% of your grade, and the final counts for twice as much as the midterm. Online exam proctoring will be provided through Examity, and you are responsible for completing the exam by the test due date.
- Academic integrity is taken very seriously. You are permitted (and indeed encouraged) to discuss the course material with fellow students in general terms on the Canvas discussion board, but the programs you write must be your own. Code copied from each other or found on the net will result in an automatic zero, and depending on the egregiousness of the offence may result in earning an ’F’ for the course and facing academic disciplinary measures.
- That said, you are welcome to copy code from your own previous assignments, from programming snippets that we go over in lecture, or from the textbook.

Class schedule

- Weeks 1-2 (Jan 13 - Jan 27): Introduction to Java
- Weeks 3-4 (Jan 27 - Feb 10): Variables / Assignments
- Weeks 5-6 (Feb 10 - Feb 24): Branches
- Weeks 7-8 (Feb 24 - March 9): Loops
- Weeks 9-11 (March 9 - March 30): Midterm, Spring Break, Arrays
- Weeks 12-13 (March 30 - April 13): User-Defined Methods
- Weeks 14-15 (April 13 - April 27): Objects and Classes
- Weeks 16-17 (April 27 - May 8): Final project and exam
Due dates

- February 3: Chapter 1 coursework due
- February 17: Chapter 2 coursework due
- March 2: Chapter 3 coursework due
- March 13: Midterm due
- March 16: Chapter 4 coursework due
- April 6: Chapter 5 coursework due
- April 10: Final project proposal due
- April 20: Chapter 6 coursework due
- May 1: Final project due
- May 4: Chapter 7 coursework due
- May 8: Final exam due