CS 152L-501 -- Tuesdays & Thursdays 12:00-1:15 in B127

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Office Hours: STEM Center: Tues/Wed 3:00-5:00
                    A123: Mon 3:00-5:00 & Wed 1:30-3:00
                    Or by app't.

COURSE DESCRIPTION: CS 152L Computer Programming Fundamentals. An introduction to the art of computing with JAVA. The course objectives are the understanding of the relationships between computation, problem solving, and programming using high-level languages.

COURSE MATERIALS:
   Flash drive, notebook, pencil that may all be shared with another class. There is no required text.

Grading Scale (Note: + and – are possible but only will be given if of benefit to the student.)

A	90 – 100%	CR	Credit	72 – 100%
B	80 – 89%	NC	No Credit	< 72%
C	70–79%			
D	60–69%			
F	< 59%			

Weekly Written Quizzes (Thurs w/first on 8/27)	**30%**
Programming Assignments	**50%**
Cumulative Final	**20%**

IMPORTANT DATES with respect to this class:
   Labor Day (No classes): Monday, September 7, 2015
   Last date to drop without a grade: Friday, September 4, 2015
   Fall Break: Thursday & Friday, October 8-9, 2015
   Thanksgiving Break: Thursday & Friday, November 26-27, 2015
   Final Exam: 12 Noon-2:00 PM Tuesday, December 8, 2015 in B127

THE COURSE: Programs, Quizzes, and Final:
- Quizzes will be on Thursdays after the day's lecture. They will be paper quizzes and will be open book, open note and open computer/internet. Quizzes will cover the most recent topics. Quizzes cannot be made up if you are absent or arrive after they have been submitted but the 2 lowest scores will be dropped. If there is no class on a Thursday, there will be no quiz that week. There will be no quiz the last week of classes.
- There will be 5 programming assignments containing 5 programs each. Programs will be due on the due date by 11:59PM. Late work will lose 25%. No work will be accepted after one week from due date. Assignments may be submitted <u>more than 24 hours early</u> for comment on the correctness of the solution without penalty. Students are encouraged work together but each must submit <u>unique</u> programs. Work that appears to be done by other than the student submitting may receive zero credit.
- The final will be cumulative, on paper and will be open book, open note, open computer/internet.

UNM EMAIL/BLACK BOARD LEARN ACCESS: Beginning Fall 2015 semester, all UNM-Valencia students will need a UNM Net ID which can be created by going to: http://it.unm.edu/accounts/. UNM Net ID will give you access to the computer labs on campus, blackboard learn and UNM Email.

ATTENDANCE POLICY: Attendance does not count as part of the students grade. However, if a student misses 2 classes in the first two weeks or 3 consecutive class periods, the student may be dropped from the class. The student bears full responsibility for the material and procedural information covered in class.

SUPPORT SERVICES: The Valencia Campus Library provides a quiet atmosphere for study and is an excellent resource for supplementary materials. Audiotapes and videotapes are available for student use through the library. The STEM Center offers tutoring at no cost to the student. For best results, schedule appointments for tutoring at (505) 925-8515. The Learning Center (925-8907) and TRiO also offer tutoring at no cost to the student. The online tutor, Ryan Baltunis, can be reached at 925-8553 or found in LRC 118. Students who miss tutoring appointments may be denied future appointments.

EXPECTATIONS: Students are expected to conduct themselves in a polite, courteous, professional and collegial manner. Cell phones must be set on silent. Please step into the hall if you need to take a call during class. Cell phones must be turned off during exams.

DISABILITY STATEMENT: If you have a documented disability, please provide me with a copy of your letter from Equal Access Services as soon as possible to ensure that accommodations are provided in a timely manner. The Equal Access Office can be reached at 925-8510.

COMPUTER LAB RESPONSIBILITY: Please be advised that use of computer labs on UNM properties is governed by "Policy 2500: Acceptable Computer Use" which can be found at http://policy.unm.edu/university-policies/2000/2500.html. Food and drink are also prohibited in any computer lab on campus. Anyone violating these policies is subject to possible suspension and loss of computer lab privileges.

UNM's Policy on Academic Honesty: Each student is expected to maintain the highest standards of honesty and integrity in academic and professional matters. The University reserves the right to take disciplinary action, including dismissal, against any student who is found responsible for academic dishonesty. Any student who has been judged to have engaged in academic dishonesty in course work may receive a reduced or failing grade for the work in question and/or for the course. Academic dishonesty includes, but is not limited to, dishonesty in quizzes, tests or assignments, claiming credit for work not done or done by others; hindering the academic work of other students; and misrepresenting academic or professional qualifications within or outside the University.

STUDENT LEARNING OBJECTIVES/OUTCOMES:
- Identify correct formatting rules in writing programming code
- Explain the differences and uses of variables and literals
- Identify math operators and their order of precedence
- Define relational operators and demonstrate their use in a program
- Demonstrate the use looping statements
- Identify the parts of conditional IF and SWITCH statements
- Explain the purpose of Java methods
- Demonstrate manipulation of array elements within a program
- Explain the purpose of classes and create multiple classes
- Create Graphical User Interfaces
- Create and modify computer graphics