CS 152L, Section 502, Fall 2021
Computer Programming Fundamentals
Monday and Wednesday, 1:30 - 2:45 PM
Online in Zoom

Instructor: Greg Barnett
Division Chair: Elaine Clark (ewclark@unm.edu)

Office	Tutoring Hours
LRC 107	MW 10:30 - 11:30 AM in office
gregbarnett@unm.edu	MW 5:00-7:00 PM in Zoom
(505) 925-8620	or by appointment

1 Overview

Welcome to CS 152L. Here is a course description.

> Introduction to the art of computing. The course objectives are understanding relationships between computation, problem solving, and programming using high-level languages. This course has several goals. Students who successfully complete the course should have a firm grasp on creating small programs in Java, should be able to solve problems with code, should have a more full idea of what Computer Science as a field is, and most importantly not be afraid to dive into code!
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> The primary emphasis of this course is to develop fluency in working with conditional control flow, looping structures, and procedural programming techniques. The secondary emphasis is to apply those skills in solving computational problems.
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> CS 152L is a project based course: students spend many hours writing programs that have a wide range of applications. In past semesters these have included business applications, multimedia manipulations, video games, simulations of complex systems, and scientific models.
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> CS 152L is currently taught using the Java programming language.
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> While Java is an Object Oriented Programming (OOP) language and while students in CS 152L will certainly be working with Objects, CS 152L is not a course on OOP. Experienced Java programmers with solid skills in control flow, procedural programming and computational problem solving should skip CS 152L and take CS 251L (Intermediate Programming). CS 251L is also currently taught in Java and its primary emphasis is on understanding, developing and applying OOP skills.
>
> Prerequisite: CS 105L, CS 108L, CS 151L, or ECE 131L.

Note: This syllabus is subject to change, if needed.

2 Brief Schedule of Topics

Week(s)	Topics
1	Introduction, Variables
2-4	Program Organization
5-7	Coding Standards, Control Structures
8	Review and Midterm
9-11	Methods (subroutines)
11-13	Classes and Objects
13-15	Arrays, Searching and Sorting, Recursion
16-17	Review and Final

3 Text

You do not need to purchase a textbook, but there is a freely available online text that we will be following:

- Introduction to Programming Using Java, Eighth Edition, by David J. Eck

4 Attendance Policy

Students are required to log in for Zoom lectures each week, and students should use this opportunity to get real-time feedback from me and the rest of the class. If a student does not appear in Zoom lectures for two weeks in a row, I reserve the right (but not the obligation) to drop the student from the class. If you stop submitting your coursework for any reason, it is your responsibility to drop the class, or risk getting a failing grade.

- Zoom lectures will be automatically recorded. I will post them to UNM Learn.
- The expectation in this class is that you will have your video turned on. If you have a compelling reason for wanting to keep your video off, please let me know privately. Also, you should dress for class as if you were attending in person.

5 Course Structure

The course content includes the following.

- Quizzes (100 Points)
  - 12 Quizzes (10 points each)
  - Lowest two scores are dropped.
  - Multiple choice, short answer, and programming (file response) questions.
- Labs (programming assignments) (300 points)
  - These are worth either 30 or 60 points, depending on the expected time commitment.
  - NONE are dropped.
- Midterm Exam (50 points)

  - Timed Exam (2 hours)
  - Begin test any time from 8:00 AM until 11:59 PM on exam day.
  - Multiple choice, short answer, and programming (file response) questions.
- Final Exam (100 points)
  - Timed Exam (3 hours)
  - Begin test any time from 8:00 AM until 11:59 PM on exam day.
  - Multiple choice, short answer, and programming (file response) questions.
- Total (550 points)

6 Grading Policy

Your grade will be determined as follows.

Point Total	Grade
[539,550]	A+
[506, 539)	A
[495,506)	A-
[484,495)	B+
[451,484)	B
[440,451)	B-
[429,440)	C+
[385,429)	C
[374,385)	D+
[341,374)	D
[330,341)	D-
[0,330)	F

7 Technology

Students are expected to be able to

- Sign in and navigate UNM Learn
  - This is where you will find important information and documents related to the class, and where all of your assignments will be submitted.
- Download and install free software from the internet.
  - Zoom
  - Java Standard Edition (SE) 16
  - Atom (recommended editor)
  - Possibly IntelliJ IDEA (integrated development environment)
  - Possibly Notepad++ (alternative editor, Windows only)
  - Possibly GNU Emacs (alternative editor)
- Use command-line tools and batch/bash scripts to navigate directories and compile/run java code.

8 Make-up Policy

You have ten extension days to be used throughout the semester for programming assignments, but only three may be used on a single assignment. Quizzes and Exams may be made up in the event of emergency or extenuating circumstance only.

9 Covid-19 Information (in case of in-person interactions)

The following rules and regulations regarding Covid-19 must be followed.

9.1 UNM Administrative Mandate on Required Vaccinations

All students, staff, and instructors are required by UNM Administrative Mandate on Required Vaccinations to be fully vaccinated for COVID-19 as soon as possible, but no later than September 30, 2021, and must provide proof of vaccination or of a UNM validated limited exemption or exemption no later than September 30, 2021 to the UNM vaccination verification site. Students seeking medical exemption from the vaccination policy must submit a request to the UNM verification site for review by the UNM Accessibility Resource Center. Students seeking religious exemption from the vaccination policy must submit a request for reasonable accommodation to the UNM verification site for review by the Compliance, Ethics, and Equal Opportunity Office. For further information on the requirement and on limited exemptions and exemptions, see the UNM Administrative Mandate on Required Vaccinations.

9.2 UNM Requirement on Masking in Indoor Spaces

All students, staff, and instructors are required to wear face masks in indoor classes, labs, studios and meetings on UNM campuses, see masking requirement. Students who do not wear a mask indoors on UNM campuses can expect to be asked to leave the classroom and to be dropped from a class if failure to wear a mask occurs more than once in that class. Students and employees who do not wear a mask in classrooms and other indoor public spaces on UNM campuses are subject to disciplinary actions. UNM will periodically evaluate and update the mask policy relative to public health conditions.

9.3 Communication on Change in Modality

The university may direct that classes move to remote delivery at any time to preserve the health and safety of the students, instructor and community. Please check your email and your UNM Learn site regularly for updates about our class, and please check https://bringbackthepack.unm.edu regularly for general UNM updates about COVID-19 and the health of our community.

9.4 Acceptable Masks and Mask Wearing in Class

A two-layer mask that covers the nose and mouth and that is cleaned regularly is acceptable, as are disposable medical masks, KN95, KF94, FFP1 and FFP2 masks. A face shield is not sufficient protection. It is vital that you wear your mask correctly, covering your nose and mouth. Removing your mask for an extended period to eat or drink in class violates the university mask requirement and endangers others.

9.5 Consequences of Not Wearing a Mask Properly

If you don't wear a mask, or if you do not wear a mask properly by covering your nose and mouth, you will be asked to leave class. If you fail to wear a mask properly on more than one occasion, you can expect to be

dropped from the class. If you insist on remaining in the classroom while not wearing a mask, class will be dismissed for the day to protect others and you will be dropped from the class immediately.

The instructor will try to have a few disposable masks available in the classroom on a first-come, first-served basis.

10 Netiquette

One of the overriding principles in online conversations is to "craft your responses effectively." It is sometimes difficult to remember that there are real people reading posted messages. This is especially true of online communication where others do not have the opportunity to see body language or hear tone of voice; therefore, misunderstandings are more likely.

Please, follow these guidelines in all of your online responses and discussion postings.

- Honor everyone's right to an opinion.
- Respect the right of each person to disagree with others.
- Respond honestly but thoughtfully and respectfully; use language which others will not consider foul or abusive. You may also use emoticons to convey a lighter tone.
- Respect your own privacy and the privacy of others by not revealing information which you deem private and which you feel might embarrass you or others
- Be prepared to clarify statements which might be misunderstood or misinterpreted by others.

A Special Note About Anger

- Do not send messages that you have written when you are angry, even anonymous ones. In the online world, angry messages are known as "flaming" and are considered bad behavior. Venting and flaming are two different things. It is possible to vent without becoming "ugly." Stick to the facts of what is causing you frustration.
- Do not send messages that are written all in upper case; this is the visual equivalent of SHOUTING. It is considered aggressive and is considered bad behavior. If you ever feel like shouting a message, take a deep breath and wait until you have calmed down before responding. Then, respond in a calm and factual manner.

UNM Netiquette Document

11 Academic Integrity

We will follow university policy on academic integrity.

> Having academic integrity is paramount to your success in any class. Plagiarism or cheating is not tolerated. Any instance of this will result in a grade of zero for that assignment. Here is the link to the UNM Academic Dishonesty Policy: https://policy.unm.edu/regents-policies/section-4/4-8.html. The policy states:
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> 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, up to

and including dismissal, against any student who is found guilty of academic dishonesty or who otherwise fails to meet the expected standards. Any student 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; misrepresenting academic or professional qualifications within or without the University; and nondisclosure or misrepresentation in filling out applications or other University records.

12 Students with Disabilities

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.

13 EQUAL OPPORTUNITY AND NON-DISCRIMINATION:

In an effort to meet obligations under Title IX, UNM faculty, Teaching Assistants, and Graduate Assistants are considered "responsible employees"). This designation requires that any report of gender discrimination which includes sexual harassment, sexual misconduct and sexual violence made to a faculty member, TA, or GA must be reported to the Title IX Coordinator at the Office of Equal Opportunity (oeo.unm.edu). For more information on the campus policy regarding sexual misconduct, see: https://policy.unm.edu/university-policies/2000/2740.html