

**Computer Programming Fundamentals**  
**CS 152L, Section 501, Fall 2020**  
**UNM-Valencia**  
**Fully Online**  
**Remote Scheduled Zoom Lectures**  
**Monday and Wednesday, 9:00 - 10:15 AM**

Instructor: Greg Barnett

Office  
LRC 107  
gregbarnett@unm.edu

Tutoring Hours: T, Th  
2:00 - 7:00 online (Zoom)  
or by appointment

## **1 Overview**

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

CS-152 is an introduction to the art of computing. 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!

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.

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, multi-media manipulations, video games, simulations of complex systems, and scientific models.

CS 152L is currently taught using the Java programming language.

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	Topics
1	Introduction, Variables
2	Program Organization
3-4	Coding Standards, Control Structures
5	Strings
6	Methods
7-8	Review and Midterm
9	Arrays
10-12	Searching, Sorting, Recursions
13-15	Classes, Objects, Advanced Topic Preview
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 using:

- [Introduction to Programming Using Java, Eight 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.

**Notification:** Zoom lectures will be automatically recorded. I will post them to UNM Learn.

## 5 Technology

Students are expected to be able to

- Sign in and navigate [UNM Learn](#)
  - This is where all of your assignments will be submitted.
- Download and install free software from the internet.
  - [Zoom](#)
  - [Java Standard Edition \(SE\) 14](#)
  - [IntelliJ IDEA \(recommended editing environment\)](#)
  - Possibly [Notepad++ \(alternative editor, Windows only\)](#)
  - Possibly [GNU Emacs \(alternative editor\)](#)
  - Many other possibilities for editors

## 6 Course Structure

The course content includes the following.

- Quizzes (100 Points)
- Labs (programming assignments) (300 points)
- Midterm Exam (50 points)
  - Timed Exam (2 hours)
- Final Exam (100 points)
  - Timed Exam (3 hours)
- Total (550 points)

## 7 Grading Policy

Your grade will be calculated as follows.

<b>Point Total</b>	<b>Grade</b>
[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

## 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. Exams may be made up in the event of emergency or extenuating circumstance only.

## 9 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**

## **10 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:

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.

## **11 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.

## **12 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” by the Department of Education (see page 15 of this [link](#)). 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](http://oeo.unm.edu)). For more information on the campus policy regarding sexual misconduct, see: <https://policy.unm.edu/university-policies/2000/2740.html>.