CS 152L, Section 501, Spring 2022 Computer Programming Fundamentals Monday and Wednesday, 1:30 - 2:45 PM UNM-V Workforce Training Center (WTC) 1207

Instructor: Greg Barnett Division Chair: Ariel Ramirez (aramirez8@unm.edu)

Office Tomé: LRC 107 WTC: 1107 gregbarnett@unm.edu 505-925-8600 Office Hours MW 8:15 - 9:00 AM at Tomé MW 12:45-1:30 PM at WTC TR 4:30-6:00 PM in Zoom 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!

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, multimedia 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(s)	Topics
1	Introduction, Variables
2-4	Program Organization
5-7	Control Structures
8	Review and Midterm
9-11	Methods (subroutines)
11-13	Classes and Objects
13-15	Arrays, Searching and Sorting
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 attend in-person 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 attend 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.

5 Course Structure

The course content includes the following, all of which will be submitted online in UNM Learn:

- 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)
 - Each is worth either 30 or 60 points.
 - 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)	А
[495,506)	A-
[484,495)	B+
[451,484)	В
[440,451)	B-
[429,440)	C+
[385,429)	С
[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.
 - Java Standard Edition (SE) 17 Development Kit (JDK)
 - Visual Studio Code (recommended editor)
 - Zoom
 - 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

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

9.1 UNM Administrative Mandate on Required Vaccinations

UNM requires COVID-19 vaccination and a booster for all students, faculty, and staff, or an approved exemption (see: UNM Administrative Mandate on Required Vaccinations). Proof of vaccination and booster, or a medical, religious, or online remote exemption, must be uploaded to the UNM vaccination verification site. Failure to provide this proof may result in a registration hold and/or disenrollment for students and disciplinary action for UNM employees.

Booster Requirement: Individuals who received their second dose of a Pfizer or Moderna vaccine on or before June 15, 2021, or their single dose of a Johnson & Johnson vaccine on or before October 15, 2021, must provide documentation of receipt of a booster dose no later than January 17, 2022.

Individuals who received their second dose of a Pfizer or Moderna vaccine after June 15, 2021 or who received their single dose of Johnson & Johnson after November 15, 2021 must provide documentation of receipt of a booster within four weeks of eligibility, according to the criteria provided by the FDA (6 months after completing an initial two-dose Moderna vaccine, 5 months after completing the Pfizer sequence, and 2 months after receiving a one-dose Johnson and Johnson vaccine).

International students: Consult with the Global Education Office.

Exemptions: Individuals who cannot yet obtain a booster due to illness should request a medical, religious, or online remote exemption (which may have an end date) and upload this to the vaccination verification site.

Medical and religious exemptions validated in Fall 2021 (see your email confirmation) are also valid for Spring 2022 unless an end date was specified in the granting of a limited medical exemption. Students must apply for a remote online exemption every semester.

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 the 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. Medical/health grade masks are the best protection against the omicron variant and these masks should be used, rather than cloth.

9.3 COVID-19 Symptoms and Positive Test Results

Please do not come to a UNM campus if you are experiencing symptoms of illness, or have received a positive COVID-19 test (even if you have no symptoms). Contact your instructors and let them know that you should not come to class due to symptoms or diagnosis. Students who need support addressing a health or personal event or crisis can find it at the Lobo Respect Advocacy Center (ABQ campus), or can call 505-925-8591 (Valencia campus).

9.4 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.

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:

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