

Basic info

Course: CS 161 – Introduction to Computer Science I

Credits: 4

Instructor: Tim Alcon

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Two fundamental rules

1. You are responsible for knowing the contents of the syllabus and all of the information about the course provided on Canvas.
2. You are responsible for knowing the contents of any instructor emails sent to you, instructor messages sent to you via Canvas or Piazza, and instructor announcements made on Canvas or Piazza, which means that you should make sure you receive such communications, that you check for new ones at least once a day, and that you read them.

OSU catalog course description, including pre-requisites/co-requisites

Overview of fundamental concepts of computer science. Introduction to problem solving, software engineering and object-oriented algorithm development and programming. Lec/lab. PREREQS: MTH 111 or Placement Test or Placement Test or MTH 112* and for CS Double Degree students: BA/BS and (MTH 111 or MPT \geq 24 or MPAL \geq 061)

Course content

- identifiers and primitive data types
- assignment, arithmetic, logical and relational operators
- expressions and statements
- flow of control: selection, repetition, recursion
- functions, parameter passing, call by value and call by reference
- one- and two-dimensional arrays, strings and other structured data types
- pointers
- error-handling
- debugging

Textbook (required)

C++ Early Objects, 8th ed. by Gaddis et al.

Course tools

- Canvas is the course management software used for this course.
- TEACH is the website where you will submit the implementation (code) portion of your assignments.
- Ecampus Exams and Proctoring Form is where you will tell us who your proctor will be for the exams.
- PuTTY/Terminal are terminal emulators – they provide a window where you will interact with the OSU server (flip), using a command-line interface. Terminal is built into Macs. Use PuTTY on Windows.
- Linux is the operating system used on flip.
- scp/FileZilla are ways you can transfer files between your computer and flip. You can use the scp command in the command line of your terminal emulator, but FileZilla provides a convenient graphical interface.

- vim/emacs/nano are text editors that can be used from the command line of your terminal emulator.
- Piazza is a Q&A discussion forum.

More information about these tools is available in the "Start Here" module on Canvas.

Proctoring

There will be two proctored exams in this course. For each exam you will have a week during which to schedule it. You will be responsible for finding a proctor, submitting your proctor info to Ecampus, and scheduling a time for your exam (within the allotted week). If you consider using Proctor U, remember that it doesn't work with Linux. More information about proctoring [here](#) .

Coursework and Grading Policies

- Your lowest-scoring regular assignment will be automatically dropped (this does **not** include the final project). This is because I know that sometimes extenuating circumstances occur over which you might have little or no control. You should not use this to just skip an assignment, because the chances are pretty good that there will come a time in the course when you actually **need** to drop an assignment. There is only one dropped assignment. If you find yourself in the position of multiple extenuating circumstances during the course, you can either decide to push on ahead anyway, or consider whether circumstances just might not permit you to devote yourself to the course this quarter.
- **Late work is not graded.** All submissions are time-stamped. **All deadlines are given with respect to the Pacific Time Zone.** It is better to submit an incomplete (but compiling) program on time for partial credit than to not have your program graded at all.
- **Programming assignments that don't compile on the school server, using the specified file names and provided makefile, will get a zero.** Your code is evaluated on the school server ("flip"). **Use of other coding environments is strictly at your own risk.** Code that compiles and executes flawlessly in another coding environment may not compile on flip, so make sure that you upload and test your code on flip before submitting your assignments. (If you get a zero for the implementation part of your assignment because of this policy, you may appeal it **within a week** of receiving that score by submitting to your TA a list of the specific changes that must be made **to the files you submitted** in order for them to compile as required. Your TA will then make a copy of your files, make the changes you specified, and verify that the files now compile. If they do, your TA will grade your code as usual, but **with an additional deduction** dependent on the number and significance of the edits that were necessary. Repeat offenders will get larger deductions.)
- Whenever you re-submit an assignment to TEACH make sure you include all files you want graded in your final submission because we only grade the files in your last submission. If your final submission is missing any files, we will not look in previous submissions for them. (If you lose points on the implementation part of your assignment because of this policy, and you did include the missing files in a previous submission, you may notify your TA of this within a week of receiving your assignment grade. Your TA will then re-grade your code with those missing files, but with an additional deduction of 10% of your total implementation score. Repeat offenders will

- get larger deductions.)
- Follow the given assignment specifications. **Always ask first** before making any modifications or using any commands or constructs that we haven't covered yet.
- If you disagree with a score on any coursework, contact your TA by email **within one week** of receiving your grade. Elevate to the instructor if the TA is non-responsive.
- There is no extra credit.
- I don't plan to “curve” the grades, but that's something I'll re-assess at the end of the term.
- Makeup exams take considerable effort to schedule, so they will not be given under normal circumstances. If you learn about an event that may cause you to alter your exam scheduling, then contact me and your proctor (or the testing coordinator) as soon as you can so that accommodations may be considered.
- Incompletes will be given very rarely. I will only consider giving an incomplete grade for documentable emergency cases such as a death in the family, major disease, or child birth, while also having a passing grade, being beyond the drop date, and having completed more than 70% of the coursework. If you are in such circumstances, let me know as soon as you can.

Weights for Grading

Quizzes	5%
Assignments	40%
Final Project	5%
Exams	50%

Letter Grade Percentages

93-100%	A	80-83%	B-	67-70%	D+
90-93%	A-	77-80%	C+	63-67%	D
87-90%	B+	73-77%	C	60-63%	D-
83-87%	B	70-73%	C-	0-60%	F

Being Mentally Prepared

Learning how to program a computer can be quite challenging for most people. You should expect to spend 16-20 hours/week on the assignments alone (not counting watching the lectures and reading the text). However, that is only an estimate. Some people will find the material more challenging than others - those people may require more time.

Other people in the course may have more background in the subject than you do. **Don't** feel intimidated or put off if other students talk on the discussion board about topics that we haven't covered yet (or may not cover in this class at all). What's important is that you understand what we **have** covered.

Taking online courses tends to feel more isolated than taking on-campus courses. Even though there are still all the normal course elements - lectures, readings, homework, a teacher whom you can ask questions, etc. - sometimes students in an online course will feel like they are "teaching themselves" because interactivity in such a course is less forced and less immediate. I can't see or hear you, so I can't judge whether you're having trouble by your tone or expression. I am always happy to help, but you have to take the initiative and let me know when you run into problems.

Getting Help

When you have a question about something, the order of steps you should take to pursue answers is roughly the following:

1. Review the relevant materials (assignment description, readings, lectures).
2. Search online, including the class discussion forum (it can take some practice to learn how to refine your searches well).
3. Post to the class discussion board (by doing #1 and #2 first, you might save yourself asking a question, and you might also then be better able to help others).
4. If you've tried #1-3 and feel like your question hasn't been fully addressed, please email your assigned TA or myself.

You are allowed to post to the discussion board any **non-working** code you need help with, but you should post only as much as is necessary for your question. Do not post working code until after the assignment due date. When answering a posted question, please use pseudocode or give hints so the student will have the satisfaction (and learning reinforcement) of figuring out the solution for themselves. When you are willing to help others on the discussion board and take pains to not make anyone feel like they asked a dumb question, you are reinforcing both your technical knowledge and your people skills, both of which are highly valued not just here, but out in the real world.

Online tutoring is available. The email to contact is cs-tutoring@lists.oregonstate.edu.

Academic Integrity

For this class, it is encouraged for students to discuss course content with each other, even including general discussion of homework assignments and how to fix specific issues. However, each person must develop her or his own individual solutions (except of course in group assignments, where each group must develop its own solutions). In particular, a student may not copy (by any means) another's work (or portions of it) and represent it as her/his own. Plagiarism can result in drastic consequences for both the person who copied and the person who allowed them to copy. These may include a zero for the assignment or failure from the course.

Students with Disabilities

Accommodations are collaborative efforts between students, faculty, and Disability Access Services (DAS). Those with accommodations approved through DAS are responsible for contacting the faculty member in charge of the course prior to or during the first week of the term to discuss accommodations. Students who believe they are eligible for accommodations but who have not yet obtained approval through DAS should contact them as soon as possible (541-737-4098).

Student Conduct Code

This program strives to prepare students for careers in computer science, which includes preparing students to communicate professionally. Therefore, students in this class are expected to communicate in a professional manner in discussion forums, email messages and all communications for this course. Critiques, disagreements, problems, or other topics of a sensitive nature can be addressed, but should be addressed civilly and professionally. If a student's communications become unprofessional, disruptive, abusive, inflammatory, or if they otherwise obstruct the learning process of the class, the instructor may restrict the student from participating in the electronic forums associated with the class and notify Ecampus and the OSU Office of Student Conduct and Community Standards. Productive learning communities and workplaces depend on civil, professional discourse. It is our hope that this policy strengthens your learning community and prepares you for the professional workplace.

Online Privacy

Posts to the discussion board are public messages, and all writings in this area will be viewable by the entire class or assigned group members. If you prefer that only the instructor sees your communication, send it via private message or email.

Posting of personal contact information is strictly at your own risk.