Introduction to Programming
Summer 2017

Course Syllabus

Overview: This course provides an overview of the fundamentals of computer programming, using the Python language as a tool. The course emphasizes the production of readable, robust and efficient code. Students will learn top-down design methods, modularity, informal methods to reason about code, simple data structures, simple object-oriented methods, testing and debugging techniques.

Instructor: Bill Nace

Teaching Assistant: TBD

Time and Location: TBD

Textbook: No textbook is required.

Other Reading: How to Think Like a Computer Scientist, ed by Brad Miller and David Ranum. Interactive Edition is available at http://interactivepython.org/courselib/static/thinkcspy/index.html.

Python for Everybody, by Charles Severance. Available at https://books.trinket.io/pfe/. Also, see http://www.py4e.com/book.php

The official documentation will be used often. Here are the links to The Python Tutorial (https://docs.python.org/3/tutorial/), The Language Reference (https://docs.python.org/3/reference/index.html) and The Standard Library (https://docs.python.org/3/library/index.html)

Course Website: All course materials (this syllabus, lecture slides, reading materials, instructions for assignments, etc) will be made available on the course website at TBD

Grade assignment: The course grade will be calculated from a weighted average of the individual event scores. The events and weights are as follows:

Weight	Event
60%	Problem sets.
30%	Comprehensive final exam.
10%	Class participation, based on the questions and comments you contribute in class. Just showing up for class and not saying anything is not considered to be participation. Be ready by reading any assigned material ahead of time.

Late Policy: All assignments must be submitted by the deadline. No late work will be accepted. If you have a life-changing event, talk to the professor (ahead of time if at all possible) for a potential extension.

Grading Appeals: If you believe there has been a mistake in the grading of any assignment or exam, then please bring it to our notice so we might correct it. Grade appeals must be submitted **in writing** within 1 week to the instructor**.**

Academic Integrity: *Introduction to Computer Science will adhere to the strictest standard of academic honesty.* All work presented for a grade must be your own -- you are never permitted to copy someone else's work to present as your own. You must also identify the conceptual sources for all work submitted (i.e. if you discuss the work with anyone other than an instructor or TA, you must identify that person by name in your submission). All parties involved in an infraction are subject to disciplinary actions to the fullest extent permitted, generally failure of the course. I will also punish any infraction that I believe occurred (Standard of evidence is "Preponderance of the Evidence"). Such punishment will generally be assignment of a zero grade for the event, as well as retroactive examination of previous work for signs of cheating.

Working and learning in a group is a fine thing to do. Teaching others in a group is often the easiest way to make sure you learn the material yourself. However, ensure that each person in your group is doing their own work and not simply copying down a group-generated answer. Please, please, do the right thing.