ICS 111 Section 31135
Tues/Thurs 1:45am-3:00pm
FALL 2004 Course Calendar
Subject to change at the discretion of the instructor, in keeping with course goals.

Dates	Topics/Reading & Assignment Due
8/24-8/26	Intro to course & WebCT **Chapter 1:** Describing A Complex System
8/31-9/2	Describing A Complex System **Chapter 2:** Looking at a first program **9/2: Homework I Due**
9/7-9/9	**Chapter 3:** Solving Problems **9/9: Project I Due**
9/14-9/16	**Chapter 4:** Representing Info **9/16: Quiz I** followed by lecture on Representing Info
9/21-9/23	**Chapter 5:** Simplifying problems **9/23: Homework II Due**
9/28-9/30	Simplifying problems
10/5-10/7	**Chapter 6:** Making Decisions **10/7: Quiz II** followed by lecture on Ch.7: Repetition
10/12-10/14	**Chapter 7:** Repetition **10/14: Project II Due**
10/19-10/21	**Chapter 8:** Implementing System Components **10/21: Homework III Due**
10/26-10/28	**10/28: Quiz III** followed by lecture on Ch. 8
11/2-11/4	***11/1: Last Day to Withdraw*** **Chapter 9:** Using UI Objects
11/9-11/11	Using UI Objects **11/11: Quiz IV** followed by lecture on Ch. 9
11/16-11/18	**Chapter 10:** Collections
11/23-11/25	**11/23: Homework IV Due** Collections, Chapter 11: Final Project 11/25: Thanksgiving Holiday
11/30-12/2	Final Project **12/2: Project III Due**
12/7-12/9	Final Project
12/14	**Project IV Due**
12/16	***Final Examination 12:15-2:15 (Thursday)***

Kapi`olani Community College
Fall 2004

ICS 111 Introduction to Computer Science I
Prerequisites: Qualification for ENG 100 or ESL 100; ICS 101 or consent of instructor

Instructor
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Office Hours:
Office Hours:
Mon,Wed: 9:00-10:30am
Tues: 12:30-1:30pm
Sat: 9:30-10:30am
Other days/times possible if necessary.

Office Location
Kopiko 213

Description

ICS 111 is an introductory course in computer programming utilizing the Java programming language. This course is designed for Computer Science majors and all others interested in a first course in programming. The goal of ICS 111 is to introduce the basic concepts of computer programming such as algorithms, software design, object orientation, debugging and testing. Algorithm development and structured programming techniques are emphasized. Basic constructs common to modern programming languages, such as constants, variables, conditionals, iterations, arrays, objects, methods, classes, and packages are covered.

Required Course Text

A First Sip of Java by N.Dwyer and M.Sasaki will be made available through the course website. Assigned readings must be completed prior to scheduled class times.

Required Diskettes

One 100Mb ZIP disk, Two 3.5" double-sided, high-density diskettes, OR a USB flash drive, which MUST be brought to class beginning in the second week of instruction.

Course Competencies

Upon successful completion of this course, the student should be able to:

- Explain the steps in the programming process.
- Solve simple problems and express those solutions as algorithms.
- Use the fundamental techniques of selection, looping, assignment, input and output in describing the steps the computer is to take to carry out a problem solution.
- Work with arrays in searching and sorting applications.
- Work with strings.
- Write, test and debug elementary programs.
- Write methods that may return values and include parameters.
- Work with objects, classes and packages.
- Write simple recursive algorithms and programs.

CLASS FORMAT

Content will be presented through lectures, demonstrations, work in small groups, hands-on & review activities, and the World-wide Web (see below for more web info). Highly structured group and individual assignments will be used to demonstrate and reinforce material covered in lectures and readings. Students are to work on homework and projects **outside of class time.** Students must be prepared to take notes during lectures and feel free to ask questions. Students must be prepared to devote a considerable amount of time outside of class to practicing on the computer and working on class homework and projects.

USE OF THE WEB AND ELECTRONIC MAIL

A web site has been established to support instruction. The site will be used to: (1) provide information such as a syllabus, calendar, supplemental instructional material, and assignments; (2) deliver quizzes/exams; (3) provide feedback to students such as progress reports; & (4) facilitate communication between students and instructor. Students will be REQUIRED to access the web site and obtain/print course materials on a regular basis. Except for exams and quizzes, students will need to obtain web-based material on their own, outside of class. Directions/hands-on demonstrations regarding the web site will be provided in the first week of class.

ATTENDANCE/CHANGES IN REGISTRATION

Prompt and regular attendance to class is expected of each student. Students who are late or miss class are still responsible for obtaining from classmates, notes on the material and/or assignments covered in class. Students are responsible for any change in registration such as adding/dropping, or withdrawing from the course. Refer to the Schedule of Classes for all deadlines and registration information.

MISCELLANEOUS POLICIES

Class will begin ON TIME. Tardiness will impede your success in this class. If you cannot be prompt for EVERY class, drop the course or be prepared to accept the consequences.

Show consideration for your instructor and peers by setting your personal pagers and cellular phones to vibrate mode or turn them OFF during class sessions.

To maintain the quality of the classroom equipment, a strict policy prohibiting food and beverages in open containers will be enforced

Students with disabilities will be provided reasonable accommodations. Students in need of services and support are invited to contact the Special Student Services Office, 734-9552, Ilima 105.

GRADING SCALE

A standard scale will be used to determine final course grades. The scale is as follows:

A**: 90 - 100 points** C**: 70-79 points** F**: 0 - 59 points**
B**: 80-89 points** D**: 60 - 69 points**

ASSIGNMENTS & EXAMINATIONS

Evaluation Items	Points Possible	Evaluation Items	Points Possible
Homework:	***Total: 16***	***Projects:***	***Total: 30***
Homework I	*4*	Project I	*6*
Homework II	*4*	Project II	*6*
Homework III	*4*	Project III	*8*
Homework IV	*4*	Project IV	*10*
Labs:	***Total: 4***	***Quizzes:***	***Total: 25***
Lab I	*1*	Quiz I	*5*
Lab II	*1*	Quiz II	*5*
Lab III	*1*	Quiz III	*5*
Lab IV	*1*	Quiz IV	*10*
Final Exam	***Total: 25***		
Objective/coding	*10*		
Hands-on coding	*15*		

No extra credit assignments will be given.

ASSIGNMENT/QUIZ POLICIES

Assigned projects must be submitted by the beginning of the class session in which they are due. Assignments will be submitted electronically via WebCT. The penalty for late submission is one point **per calendar day.** Waiver of this penalty is possible in extenuating circumstances, which are beyond the control of the student, e.g., illness, and death in the family. Documentation of such circumstances may be requested. It is the responsibility of the student to initiate a waiver of the penalty.

Make-up exams may be given **only** for extenuating circumstances and must be initiated by the student as soon as possible after an exam is missed. Failure to contact the instructor about a make-up will result in an F for the missed exam. **No assignments will be accepted and no make-up exams will be given after the final exam.**

Cheating & plagiarism on any homework, project or exam are unacceptable and will result in an "F" for ALL parties involved. Plagiarism includes but is not limited to submitting, in fulfillment of an academic requirement, any document that has been copied in whole or in part from another individual's work.

GRADED LABS

Throughout the course of the semester, students will be placed into groups to create small programs or respond to discussion questions as part of class sessions. These labs are required and must be done in class. Students who fail to attend class will receive no credit for the lab. Make-ups for labs are not possible except in dire circumstances.

ATTESTATION OF ACADEMIC HONESTY

At the beginning of every Java program you submit for homework or projects, you must include a statement that the work is your own. Use the following paragraph as a model:

> I **your name** , certify that this program represents my own independent labor and conforms to the policies in the KCC schedule of classes & Student Conduct Code governing academic dishonesty.