Course Syllabus

Jump to Today

Welcome to CS1400

This is where it begins. In CS1400 we begin the adventure of learning how to instruct the computer to work for us. We learn the basic concepts of programming and gain much experience solving problems using those concepts.

Instructor

Linda DuHadway

Office Hours

Monday 9:30 - 11:00 in Main 402C
Wednesday 11:30-12:45 in ENGR 307 (except dates of USU common convocations)
Friday 9:30 - 11:00 in Main 402C
Other times by appointment

You may also contact me by using the Conversation tool in Canvas. To use this tool, click on the 'Inbox' link in the very top menu. Then click on the New Message Button ▫. In the To: box start typing my name, Linda Du... and a list of names will come up. Select my name and you are ready to type a message. Once you have typed the message simply click on the Send button and the message will be sent to me immediately. My policy is to respond within 24 hours excluding weekends and holidays.

You can make comments on assignments but these comments do not always get forwarded so I often do not see them. If you want to contact me, use the Inbox.

Required Text

Starting Out with C++: Early Objects, 7th Edition
By Tony Gaddis, Judy Walters, Godfrey Muganda

ISBN-10: 0-13-607774-9
ISBN-13: 978-0-13-607774-9

Published by Addison-Wesley

There are several different versions of Starting out with C++. Please be careful when selecting the version and edition. Watch for the "Early Objects" version.

We will be covering Chapters 1-8 this semester. This same text will be used for CS1410 so I recommend you keep it for future use.

Student Outcomes

- Gain factual knowledge of a computer programming language.
- Learn fundamental principles about the algorithmic problem-solving process and gain experience in applying it to the design of computer programs.
- Learn to apply course material to improve the ability to design and implement computer-based solutions.
- Develop specific skills, competences, and points of view needed by professionals in the field of computer science including exposure to tools and practices used.

Individual Work

All work for this course is to be done individually. It is while you are doing the work that you will actually learn the concepts. This process of learning by doing is so essential at this level that you are expected to complete each assigned task on your own. But there is help available so don't panic. You may get help from the CS tutor lab, from the grader, and from the instructor. And always you are encouraged to ask questions during class.

Using Messages in Canvas

Canvas provides a way to send messages to the instructor, the graders (TAs), and to other students. To use this tool, click on the 'Inbox' link in the very top menu. Then click on the New Message Button ▫. In the To: box start typing the name of who you want to contact, Sally J... and a list of names will come up. Select the name and you are ready to type a message. Once you have typed the message simply click on the Send button and the message will be sent immediately.

There is also an option to type in the course name, cs-1400. This will bring up a list of options:

Everyone
Teachers
Teaching Assistants
Students
Observers

You can use these options to send a message to a group of users. When you select a group, each person in the group will receive the message. When sending a message to fellow students do not include solutions to homework. Also never include code in messages to fellow students.

If you want me to help you with a problem it is best to send me the actual code. Either copy/paste it into the message or attach your file to the message. When you do send code make sure it only goes to the instructor and never to other students.

Homework

You can find the homework assignments in Canvas by clicking on the 'Assignments' link in the left menu or using the Calendar tool.

Homework can be turned in any time before midnight on the due date. Sometimes unexpected things happen and you are not able to turn in an assignment on time. For such cases I have set it up so you can turn it in for 24 hours after the due date. When you use this option, 5 points will be deducted. After 1

day past the due date the assignment is no longer available.

When submitting .cpp files it is important that the code compiles. If you don't finish the program, it is OK to turn in a partial solution. But make sure that whatever code you do turn in actually compiles. There will be a 50% deduction for non-compiling code. After the 50% deduction there will be additional deductions for incorrect or incomplete code.

Some compilers provide non-standard features. If you use one of these compilers it is important that you do not use the non-standard features because that will make your code not compile on a standard compiler. Always use standard C++ only.

Sometimes you want to view the assignment after it is no longer available. For these times I will publish a pdf version of each homework assignment. You can find these pdf versions under Files in Canvas.

Homework is submitted via Canvas. You will want to make sure you know how to upload your solution correctly. If it doesn't upload there is nothing for us to grade. If you don't know how to submit homework you can stop in during my office hours and I will show you how it works. If you have technical difficulties using Canvas you can contact the IT help desk at 797-help or **http://www.it.usu.edu/ (http://www.it.usu.edu/)** .

You can make comments on assignments but Canvas does not always forward them so they are often unseen. If you have a comment you want to be seen by me or the TAs, please use the Inbox in Canvas to send a message.

Files submitted for homework may be electronically compared to detect duplicate work.

Homework is worth 48% of your grade.

Clicker Responses

We will be using Top Hat Monocle as our classroom response system this semester. Points will be based on your responses during class. Your score will be based on both completion and correctness of the responses. Your three lowest scores will be dropped.

The cost of a Top Hat Monocle subscription is $10 for any number of classes. The standard price is $20 but they have given a discount to USU students. To use the discount enter the coupon code at the time of purchase. The subscription can be purchased at the bookstore or online.

The coupon code is: **cousedzurdonlab**

To use this response system you will need a web-enabled device or the ability to text. If either of these are unavailable or too costly, please let me know by sending a message through Canvas.

Clicker responses are worth 2% of your grade.

Exams

The dates for the exams are:

- Exam 1: Friday, February 15

- Exam 2: Monday, March 25
- Final: Monday, April 29, 9:30-11:20

Exam 1 and Exam 2 are worth 100 points each. The Final is worth 150 points and is comprehensive. Exams account for 50% of your grade.

I do not give makeup exams so plan your schedule accordingly. Any accomodations that are necessary must be arranged prior to the scheduled exam time.

Grading

50% of your grade will be based on your exam scores.
48% of your grade will be based on homework assignments.
2% of your grade will be based on iClicker responses.

Your scores will be available on Canvas.

There are no extra points available. It is important to do the work assigned.

Teaching Assistants (TAs)

There are two TAs for this course, Apoorva Chauhan and Ashok Atmakur. They will be helping with the class in a variety of ways. One of the things they do is correct your assignments and award points based on the grading criteria that I give them. When you have a question about a score you receive, please contact the TA directly. If you still have questions about the score after discussing it with the TA, contact me. When contacting me, please forward the correspondence you had with the TA.

You may contact the TA using the inbox in Canvas. When you receive a score, it informs you which TA graded the work.

Also, each TA has office hours. They are there to provide help and answer questions. Feel free to stop in and visit them. The office is Main 428C. Apoorva is there on MWF from 9:30-10:30. Ashok is there on Wednesday from 3:00-5:00.

Protecting Your Work

All of the homework for this class will be done on a computer. The computer labs on campus are available for your use and you are encouraged to use them. There may be times when you want to temporarily save your work on a lab computer. If you save any work on a public access computer you need to delete it. If left on a system, others can retrieve your files from the computer. When you are finished working on a public computer, save all the files you want to keep by copying them to a removable device or emailing them to yourself. Then, before you leave the computer, delete all your files. If you send them to the recycle bin, they are still available so empty the recycle bin. If you highlight the file from a menu and use the shift key in combination with the delete key, it will be deleted without putting it into the recycle bin. You are responsible and required to see that no one has access to your work.

CS 1405

CS 1405 is a lab that is closely associated with this course. Some departments require their majors to

take it. There are many sections so you should be able to find one that fits your schedule. The lab requires worksheets that are to be completed outside of lab and programming exercises that will be completed during lab. Each lab has an instructor that is to give instruction and be available to answer questions as you complete the exercises. The class sizes are small. This opportunity to code with interaction (both interaction with the instructor as well as with other students) is valuable.

CS1405 is a one-credit course. Attendance is required for successful completion of the course.

CS Tutor Lab

The CS tutor lab is provided to assist you in learning computer science. The lab is staffed by CS students. They are there to answer your questions and help you understand your assignments. They will not code for you but will assist you in understanding the code needed to complete your work. There is no additional cost for using the tutor lab. No appointment is necessary you may come and go anytime the lab is open.

The lab is located in Main 419.

The CS tutor lab is open
M-F 10:30 a.m. - 9:00 p.m.

This can be a valuable resource.

Public Access Computer Labs

There are several public access computer labs on campus. These labs are available for you to use. Following is the schedule of the public access labs the CS department makes available.

Computer Lab Hours
Main 229, SER 005
Mon - Fri 7:30 a.m. to midnight
Saturday 8:30 a.m. to 7:00 p.m.
Sunday 10:30 a.m. to 10:00 p.m.

Main 406
Mon - Fri 4:30 p.m. to midnight
Saturday 8:30 a.m. to 7:00 p.m.
Sunday 10:30 a.m. to 10:00 p.m.

MSDN Academic Alliance

The Computer Science Department is a member of the Microsoft Academic Alliance (MSDNAA), and specifically what is now called the Developer Academic Alliance. Through this program, students enrolled in CS courses can obtain and use a large number of Microsoft's operating systems and software packages. If you are interesting in downloading any of this software for your use, please follow the directions found at **http://www.cs.usu.edu/htm/elms (http://www.cs.usu.edu/htm/elms)** .

Registration Policy

The last day to add this class is January 28. Attending this class beyond that date without being officially registered will not be approved by the Dean's Office. Students must be officially registered for this course. No assignments or tests of any kind will be graded for students whose names do not appear on the class list after that date.

The last day to drop this class without notation on your transcript is January 28.

Cheating Policy

The general rule about cheating: DON'T!

All work for this course is to be done individually. There is no group work. You are expected to complete each assigned task on your own.

If you're not sure if something is considered cheating, don't do it! You can ask me about it for future reference. Some examples of cheating include copying another's work, turning in another's work as your own, allowing someone else to copy your work, doing work for another, letting another have access to your solution, using unapproved materials during a test, turning in duplicate or near-duplicate assignments, and working with another person to complete an assignment.

You are required to do your own work. This does NOT mean working together and turning in two solutions.

You are responsible to protect your code. Take care to keep your code unavailable to other students.

Occurrences of cheating will have serious consequences for all involved. The first incident will carry a penalty of the student being given negative points equal to the value of the assignment/quiz, etc. A second occurrence is grounds for a failing grade in the course and possible University action. Please refer to the Computer Science Department official cheating policy at **http://cs.usu.edu/htm/cheating-policy/.** **(http://cs.usu.edu/htm/cheating-policy/)** Also see a note from the Department Head **http://cs.usu.edu/htm/code-of-conduct/** **(http://cs.usu.edu/htm/code-of-conduct/)** .

Files submitted for homework may be electronically compared to detect cheating.

Class Fees

Associated with this class is a class fee of $25.00. The monies from this fee are used to maintain lab facilities for the class, purchase software and licenses, and supervise the lab. In some cases, students may have their own computing equipment, and thus feel that they do not need to use the lab. However, the lab must be maintained regardless of any individual's use of it, and thus the fee is charged to all registered for the class. If you have questions or concerns about the fee, please see the department head.

Accommodations

Students with ADA-documented physical, sensory, emotional or medical impairments may be eligible for reasonable accommodations. Veterans may also be eligible for services. All accommodations are coordinated through the Disability Resource Center (DRC) in Room 101 of the University Inn, (435)797-2444 voice, (435)797-0740 TTY, or toll free at 1-800-259-2966. Please contact the DRC as

early in the semester as possible. Alternate format materials (Braille, large print or digital) are available with advance notice.

Course Summary:

Date	Details	
Mon Jan 7, 2013	Chapter 1 (https://usu.instructure.com/calendar?event_id=352871&include_contexts=course_184322)	8:30am
Wed Jan 9, 2013	Syllabus, 2.1-2.5 (https://usu.instructure.com/calendar?event_id=352845&include_contexts=course_184322)	8:30am
Fri Jan 11, 2013	Using VS, 2.6-2.7, 2.16 (https://usu.instructure.com/calendar?event_id=352851&include_contexts=course_184322)	8:30am
	HW1 - Reading a Problem (https://usu.instructure.com/courses/184322/assignments/937572)	due by 11:59pm
Mon Jan 14, 2013	Using Xcode, 2.8-2.11 (https://usu.instructure.com/calendar?event_id=357046&include_contexts=course_184322)	8:30am
Wed Jan 16, 2013	2.12-2.15 (https://usu.instructure.com/calendar?event_id=352843&include_contexts=course_184322)	8:30am
	HW2 - Snow Report (https://usu.instructure.com/courses/184322/assignments/937575)	due by 11:59pm
Fri Jan 18, 2013	2.17, 3.1 (https://usu.instructure.com/calendar?event_id=352872&include_contexts=course_184322)	8:30am
Wed Jan 23, 2013	3.2-3.5 (https://usu.instructure.com/calendar?event_id=352844&include_contexts=course_184322)	8:30am
	HW3 - Traveling in Vans (https://usu.instructure.com/courses/184322/assignments/937576)	due by 11:59pm
Fri Jan 25, 2013	3.6-3.7 (https://usu.instructure.com/calendar?event_id=352846&include_contexts=course_184322)	8:30am
Mon Jan 28, 2013	Last Day Add/Drop (https://usu.instructure.com/calendar?event_id=352857&include_contexts=course_184322)	12am
	3.8-3.9 (https://usu.instructure.com/calendar?event_id=352847&include_contexts=course_184322)	8:30am
Wed Jan 30, 2013	3.11 (https://usu.instructure.com/calendar?event_id=357168&include_contexts=course_184322)	8:30am

Date	Details	
	HW4 - Averaging Scores (https://usu.instructure.com/courses/184322/assignments/937577)	due by 11:59pm
Fri Feb 1, 2013	3.12 (https://usu.instructure.com/calendar?event_id=352858&include_contexts=course_184322)	8:30am
Mon Feb 4, 2013	4.1-4.5 (https://usu.instructure.com/calendar?event_id=352859&include_contexts=course_184322)	8:30am
	HW5 - Lotoja (https://usu.instructure.com/courses/184322/assignments/937592)	due by 11:59pm
Wed Feb 6, 2013	4.6-4.8 (https://usu.instructure.com/calendar?event_id=352860&include_contexts=course_184322)	8:30am
Fri Feb 8, 2013	4.9-4.13 (https://usu.instructure.com/calendar?event_id=352850&include_contexts=course_184322)	8:30am
Mon Feb 11, 2013	4.14 (https://usu.instructure.com/calendar?event_id=357207&include_contexts=course_184322)	8:30am
	HW7 - Tracking Fat (https://usu.instructure.com/courses/184322/assignments/937579)	due by 11:59pm
Wed Feb 13, 2013	Catch Up, Exam 1 Review (https://usu.instructure.com/calendar?event_id=352864&include_contexts=course_184322)	8:30am
	HW8 - Shipping Packages (https://usu.instructure.com/courses/184322/assignments/937580)	due by 11:59pm
Fri Feb 15, 2013	Exam 1 (https://usu.instructure.com/courses/184322/assignments/937573)	due by 8:30am
Tue Feb 19, 2013	5.1-5.3 (https://usu.instructure.com/calendar?event_id=352861&include_contexts=course_184322)	8:30am
Wed Feb 20, 2013	Exam Return, 5.4, 5.7 (https://usu.instructure.com/calendar?event_id=352862&include_contexts=course_184322)	8:30am
Fri Feb 22, 2013	5.8-5.9 (https://usu.instructure.com/calendar?event_id=352849&include_contexts=course_184322)	8:30am
	HW9 - Playing Games (https://usu.instructure.com/courses/184322/assignments/937582)	due by 11:59pm
Mon Feb 25, 2013	5.5-5.6 (https://usu.instructure.com/calendar?event_id=357208&include_contexts=course_184322)	8:30am

Date	Details	
Wed Feb 27, 2013	5.10-5.11 (https://usu.instructure.com/calendar?event_id=352881&include_contexts=course_184322)	8:30am
	HW10 - High and Low Temperatures (https://usu.instructure.com/courses/184322/assignments/937583)	due by 11:59pm
Fri Mar 1, 2013	Using the Debugger (https://usu.instructure.com/calendar?event_id=352863&include_contexts=course_184322)	8:30am
Mon Mar 4, 2013	6.1-6.2 (https://usu.instructure.com/calendar?event_id=352866&include_contexts=course_184322)	8:30am
	HW11 - Annual Precipitation (https://usu.instructure.com/courses/184322/assignments/937584)	due by 11:59pm
Wed Mar 6, 2013	6.3-6.7 (https://usu.instructure.com/calendar?event_id=357209&include_contexts=course_184322)	8:30am
Fri Mar 8, 2013	6.8-6.12 (https://usu.instructure.com/calendar?event_id=352852&include_contexts=course_184322)	8:30am
Mon Mar 18, 2013	6.13 (https://usu.instructure.com/calendar?event_id=352841&include_contexts=course_184322)	8:30am
	HW12 - Making Tables (https://usu.instructure.com/courses/184322/assignments/937585)	due by 11:59pm
Wed Mar 20, 2013	6.14-6.16 (https://usu.instructure.com/calendar?event_id=352874&include_contexts=course_184322)	8:30am
Fri Mar 22, 2013	Catch Up, Exam 2 Review (https://usu.instructure.com/calendar?event_id=352839&include_contexts=course_184322)	8:30am
	HW13 - Estimating Carpet (https://usu.instructure.com/courses/184322/assignments/937586)	due by 11:59pm
Mon Mar 25, 2013	Exam 2 (https://usu.instructure.com/courses/184322/assignments/937574)	due by 8:30am
Wed Mar 27, 2013	7.1-7.2, 7.4 (https://usu.instructure.com/calendar?event_id=352875&include_contexts=course_184322)	8:30am
Fri Mar 29, 2013	Exam Return, 7.3 (https://usu.instructure.com/calendar?event_id=357210&include_contexts=course_184322)	8:30am
Mon Apr 1, 2013	7.5-7.7 (https://usu.instructure.com/calendar?event_id=357231&include_contexts=course_184322)	8:30am

Date	Details	
Wed Apr 3, 2013	7.8-7.11 (https://usu.instructure.com/calendar?event_id=352848&include_contexts=course_184322)	8:30am
Fri Apr 5, 2013	7.15 (https://usu.instructure.com/calendar?event_id=352856&include_contexts=course_184322)	8:30am
	HW15 - The Car Class (https://usu.instructure.com/courses/184322/assignments/937588)	due by 11:59pm
Mon Apr 8, 2013	8.1-8.3 (https://usu.instructure.com/calendar?event_id=352842&include_contexts=course_184322)	8:30am
Wed Apr 10, 2013	8.4-8.5 (https://usu.instructure.com/calendar?event_id=352855&include_contexts=course_184322)	8:30am
	HW16 - The Date Class (https://usu.instructure.com/courses/184322/assignments/937589)	due by 11:59pm
Fri Apr 12, 2013	8.6, 8.8 (https://usu.instructure.com/calendar?event_id=352865&include_contexts=course_184322)	8:30am
Mon Apr 15, 2013	8.9-8.10 (https://usu.instructure.com/calendar?event_id=352870&include_contexts=course_184322)	8:30am
Wed Apr 17, 2013	8.12 (https://usu.instructure.com/calendar?event_id=352877&include_contexts=course_184322)	8:30am
	HW17 - Populations (https://usu.instructure.com/courses/184322/assignments/937590)	due by 11:59pm
Fri Apr 19, 2013	8.12 (https://usu.instructure.com/calendar?event_id=357225&include_contexts=course_184322)	8:30am
Mon Apr 22, 2013	8.11 (https://usu.instructure.com/calendar?event_id=352880&include_contexts=course_184322)	8:30am
	HW18 - Tracking Rain (https://usu.instructure.com/courses/184322/assignments/937593)	due by 11:59pm
Wed Apr 24, 2013	Catch Up, Assignment Questions (https://usu.instructure.com/calendar?event_id=357226&include_contexts=course_184322)	8:30am
Fri Apr 26, 2013	Final Review (https://usu.instructure.com/calendar?event_id=352869&include_contexts=course_184322)	8:30am
	HW20 - IDEA Survey (https://usu.instructure.com/courses/184322/assignments/998645)	due by 10:59pm

Date	Details	
	HW19 - Payroll Class (https://usu.instructure.com/courses/184322/assignments/937595)	due by 11:59pm
Mon Apr 29, 2013	Final (https://usu.instructure.com/courses/184322/assignments/937598)	due by 9:30am