

Syllabus for CMP 167: Programming Methods I Spring 2017

Instructor: Prof. Megan Owen

E-mail: megan.owen@lehman.cuny.edu

Office hours: Monday and Wednesday 9:30-10:50am, Gillet 137E

Course time: Monday and Wednesday 11:00am-12:40pm, Gillet 219

Course website: <http://comet.lehman.cuny.edu/owen/teaching/cmp167/2017sp.html>

CMP 167 Description: *4 hours, 3 credits.* Structured computer programming using a modern high-level programming language. Includes console I/O, data types, variables, control structures, including iteration, arrays, function definitions and calls, parameter passing, functional decomposition, and an introduction to objects. Debugging techniques.

Prerequisites: MAT 104 or placement by the Department of Mathematics and Computer Science.

Note: For students who intend to major in Computer Science, Mathematics, Computer Graphics and Imaging, or the sciences. Not intended for students in Accounting or Computer Information Systems; the technical content is the same as CIS 166 but the emphasis is different.

Textbook: How to Think Like a Computer Scientist: Interactive Edition by Runestone Interactive

Available free online at <http://interactivepython.org/courselib/static/thinkcspy/index.html>

Grading: The grading for the course will be based on:

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| Problem Sets | 30% |
| In-class Quizzes | 35% |
| Final Exam | 35% |

You must take and pass the final exam to pass the course. The lowest three quiz grades and the lowest three problem set grades will be dropped to accommodate any unforeseen problems, such as subway delays or minor illness. In the case of a serious emergency, please see or email me to discuss further accommodations (documentation will be required).

Problem Sets: All problem sets should be submitted on Mimir. *No late problem sets will be accepted*, but the lowest three problem set grades will be dropped. Mimir is available for free for 2 weeks, and then costs \$25/student for the entire semester. It can be purchased through the Mimir website.

To join the course on Mimir:

1. Go to <https://class.mimir.io>
2. Create an account.
3. Once you are logged in, click on "Join a course" and enter the course code: 7981a3b747

Quizzes: There will be an in-class quiz on Blackboard every class period, based on the lectures, textbook readings, and homework. The in-class quiz will often be at the start of class.

- As the semester progresses, quizzes will include review questions as well as short programming exercises based on the homework.
- All quizzes must be taken during class time, and *there are no make-up quizzes*. Instead, we will drop up to three missed quizzes (if you take all quizzes, we will drop the lowest three scores).
- The top 25 (out of 28 possible) quiz scores will count towards the quiz score in the final grade. If you do better on the final examination than on the top 25 quizzes, we will replace up to 5 quizzes with your final exam grade.
- All computer-based quizzes are open book, open notes, and you may use the Python shell (IDLE).
- The programming quizzes are on paper (echoing the style of the final exam and many programming job interviews). For these, you may **not** use your notes, books, or computer.

Final exam: The final exam is required and will be Wednesday, May 24, from 11am to 1pm. You must pass the final exam to pass the course.

Use of Technology & Blackboard: Coding for this course will be in Python, which is available from python.org. It is available on the department computers in Gillet Hall and on most public computers in the library and the Computer Center.

The in-class quizzes will be taken on the Blackboard system, provided by CUNY to all enrolled students. If you have not accessed Blackboard or are having difficulties, contact Blackboard Support in the Information Technology Division. You can also visit the Help Desk in the Computer Center (first floor, Carman Hall) in person. They can reset passwords and help with simple Blackboard issues.

Honor Code: You are encouraged to work together on the overall design of the homework. However, for specific programs and homework assignments, all work must be your own. You should never copy code from the internet or another student. You are responsible for knowing and following Lehman's academic integrity code (available from the Undergraduate Bulletin, Graduate Bulletin, or the Office of Academic Standards and Evaluations). All incidents of cheating will be reported to the Vice President of Student Affairs.

Tutoring: Free departmental tutoring is available in the Math Lab on the 2nd floor of Gillet Hall.

Accommodating Disabilities: Lehman College is committed to providing access to all programs and curricula to all students. Students with disabilities who may need classroom accommodations are encouraged to register with the Office of Student Disability Services. For more info, please contact the Office of Student Disability Services, Shuster Hall, Room 238, phone number, 718-960-8441.

Learning Objectives:

At the end of the course, students should be able to:

1. Write programs using looping and decision constructs.
2. Design and use methods in programs.
3. Understand the use of parameters and information passing in programs.
4. Write programs with system and file I/O.
5. Write and debug programs independently.