College of the Siskiyous  
Computer Science Department  
Spring 2014

CSCI 1507 - Programming II

Meeting Times:
This class meets entirely online, using the ETUDES online classroom. Enter the ETUDES online class [https://myetudes.org/portal](https://myetudes.org/portal) portal here. You will need a user id to access the class. This login is generated automatically by the COS registration system the day after you register.

Your user id is: **the first 2 letters of your first name (lowercase) + the first 2 letters of your last name (lowercase) + the last 5 digits of your Student number.** You can get this from the ASC if you do not have it.

Be sure to use all lower case letters and make sure you are using the name that is in the COS registration system (check your class receipt.) EXAMPLE: John Smith's User ID would be **josm45678** (if his Student # was S00045678)

Your initial password is: **MonthDay** of birth in school records Example: Birthday is April 11th, 1982 (04 / 11 /82) Password = 0411 Note: If you have taken an ETUDES-NG class before, use your current password.

Please take a moment to **change the default password upon login.** Once you log on, click on "Account" (under My Workspace on the upper left menu), scroll down a bit, and click on "Modify Settings." Type a new password in the "Create new password" box and then repeat it again in the "Verify new password" then click "Update Details". Set the password to something you can remember. REMEMBER TO WRITE IT DOWN! This account will give you access to all your ETUDES-NG courses, which will be added to your Workspace automatically. Once you log in, all the classes you are currently registered for will display at the top in different tabs. To access this course, click on the correct tab. You can reorder your tabs by going to MyWorkspace >> Preferences >> Customize Tabs.

Time commitment:
Students should expect to spend approximately **5 to 10 hours per week** completing class requirements. You don’t have to be online this entire time, but you should **log on at least twice a week** to review the module material, get assignment instructions and read class announcements. If you wish, you can use the computers on either the Weed or Yreka campuses to work on tasks for the class.

REQUIRED Discussion Posts:
You are required each week to post to the discussion or you will be dropped from the course. Each week you can ask a question, attempt to answer someone else’s question, or make an observation regarding computer science. You will receive 1 point each week if you have completed your post. **If you miss two weeks in a row, you will be dropped from the course for non participation.**

Course: **CSCI 1507: 4 Units AA, UC, CSU, CAN CSCI 24**
Computer Science Instructor: Jesse Cecil

Email: cecil@siskiyous.edu, or through the ETUDES messaging system. I will reply to you as soon as possible.

Office Hours:
My office hours for the Spring 2014 semester are on Monday and Wednesday from 11:00-1:30pm.
My office is located in the Distance Learning Center, Room 10. You can call me or leave a voice mail message at 938-5316 or email me at (cecil@siskiyous.edu). In any case I will reply as soon as possible.

Required Text:
By Tony Gaddis, Published by Pearson, Addison-Wesley Publishing

The text is required reading, and it can be purchased from the COS Bookstore--either at the Yreka (530 842-1245) or Weed Campus (530 938-5236). Please call to check on hours and that the text is in stock. If you order your book online, make sure you will have it by the end of the 1st week of class. Suggestions: Half.com; Booksamillion.com; Amazon.com

Advisories:
It is advised that a student in CSCI 1507:
* can read at a 10th grade (High School Sophomore) level
* be able to compute fractions, percentages, and basic math problems
* The time and motivation to take an online course are higher. Online courses are more difficult for the majority of students. You should review the "Online Survival Guide", which will go over the significant commitment that an online course requires.

Learning Outcomes of the Course:
Upon successful completion of the course, the student should be able to:

- Analyze any software development problem with a modular approach and how data structures can be utilized including stacks and queues.
- Evaluate the need to use inheritance and polymorphism to create more effective programs.
- Design an algorithm that uses recursion to solve the problem presented.
- Construct event driven programs using advanced GUI applications.

GRADED EVENTS:
Lab Assignments (Tasks): 150 points
Required Discussion each week 15 points
Midterm Exam: 50 points
Final Project: 50 points
Final Exam: 50 points
TOTAL 315 POINTS

GRADING:
90%-100% A  80%-89% B  70%-79% C
60%-69% D  below 60% F
**Final Project**
The last few weeks of the semester will be spent working on a final project that will “show off” what you have learned and allow you to come away from the class with a program that you can be proud of. It will be worth a decent portion of your grade. After they are turned in everyone will get a chance to see all of the other projects to what creative minds are doing.

**Academic Honesty:**
Honesty and integrity is expected in all coursework. Plagiarism is taking someone else’s work and presenting it as your own, and in programming this includes code variable names and layout. Academic dishonesty will result in zero points for the assignment, and possible dismissal from the class. You may discuss your class work with other students, but do not share or copy files. If you have ANY questions about this policy, please ask the instructor.

**Assistance:**
The instructor **strongly advises** that all students take advantage of the resources available in the computer labs on campus. The staff are knowledgeable and can provide immediate assistance as problems arise. Computer lab accounts will be set up for you the first time you access either campus lab. Be sure to allow extra time for this on your first visit. It would be best to set up your account and get to know the lab assistants before you need desperate last-minute help. You’ll find the Weed computer lab schedule at [www.siskiyous.edu/computerlab/](http://www.siskiyous.edu/computerlab/) and the Yreka lab at [www.siskiyous.edu/yreka/ComptrLab](http://www.siskiyous.edu/yreka/ComptrLab). Be sure to call the Yreka campus at 842-1245 to check computer lab availability.

**Attendance/Withdrawal/Incomplete:**
Students are expected to attend class by logging into the ETUDES online classroom every week. New modules and assignment instructions will be available according to the schedule. A computer crash, bad internet connection, or computer virus infection are **not** valid excuses for missing class and turning in late assignments. Every student should have two back-up computers available for emergency use.

If there is a waitlist for the class, any student who has not contacted the instructor by the end of the first week may be dropped. If you wish to withdraw from the class without a transcript notation, do so before the date specified on the Academic calendar [www.siskiyous.edu/calendars/acadcalendar.htm](http://www.siskiyous.edu/calendars/acadcalendar.htm). It is the student’s responsibility to drop the class once you’ve started.

An "I" (Incomplete grade) will only be given if academic work is incomplete due to an unforeseeable emergency. Incompletes will be granted for finishing the final project only, and are given only in rare circumstances.

**Late Assignment Policy:**
Exercises are generally due two weeks from the module start date. See each exercise instruction page for due dates and late submission penalties. Late assignments will be docked a minimum of 20% and will only be accepted up to one week late. Exercises will not be accepted for credit eight days or more after the due date. However, because many exercises build on previous ones, late assignments may be submitted for instructor comment.
Academic Accommodations:
Students have the right to request reasonable modifications to college requirements, services, facilities or programs if their documented disability imposes an educational limitation or impedes access to requirements, services, facilities or programs.

If you have a disability (learning, physical, psychological, etc.) that may require classroom or testing accommodations, please let me know as soon as possible to assure these accommodations are implemented in a timely manner. If you have not already done so, please contact Disabled Students Program & Services (DSPS) in Eddy Hall, or call 938-5297, for authorization and coordination of disability verification and accommodation assistance.

Date and Time of Final Exam:
The final exam will be available online during finals week, Sunday - Tuesday (see the course calendar). The final exam will be open notes, open book. It will be multiple choice, and T/F questions.

For further information contact Jesse Cecil at cecil@siskiyous.edu.