



## SYLLABUS

COLLEGE OF COMPUTING AND SOFTWARE ENGINEERING  
SOFTWARE ENGINEERING AND GAME DEVELOPMENT  
CSE 1321: PROGRAMMING AND PROBLEM SOLVING I  
SPRING 2020

### Course Information

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***Class meeting time:***

Asynchronous

***Modality and Location:***

Online

### Instructor Information

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***Name:*** Kaleigh Kendrick, M.S.

***Email:*** [kkendri3@kennesaw.edu](mailto:kkendri3@kennesaw.edu)

***Office Location:*** J-353D, Marietta Campus

***Office phone:*** (470) 578-5618 (this is NOT a good way to reach me)

***Office Hours:*** see the FYE website

***Preferred method of communication:***

Email is the best and easiest way to reach me. When you email me, please include the CRN number for this course (13217) and the course number (CSE 1321) in the subject line.

NOTE: I will only respond to emails sent from your KSU student email address—not through D2L or from personal email accounts.

I do my very best to respond to emails within 24 hours on weekdays when classes are in session. If you do not receive a response within 24 hours, please resend the email. It is possible that it got buried in my inbox or simply never made it there.

If you send me an email on days when classes are not in session (weekends and holidays), please do not expect a response until the end of the next weekday when classes are in session.

NOTE: Emails received after 5 p.m. on Fridays will not be answered until the following weekday that classes are in session.

## Course Description

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This course provides an introduction to computing with a focus on programming. Instruction centers on an overview of programming, problem-solving, and algorithm development. Particular topics include object-oriented design/programming, primitive data types, arithmetic and logical operators, selection and repetition structures, interactive user input, exception handling, using and designing basic classes, single-dimensional data structures with searching and sorting, and arrays. Programming assignments focus on techniques of good programming style including proper documentation. The student is taught to efficiently design, code, and debug problem solutions and the relationship between correct code and security.

Co-Requisites: CSE 1321L and (MATH 1112 or MATH 1113 or MATH 1190 or CSE 1300)

Pre-Requisites: None.

Credit hours: 3

## Course Materials

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Required Texts: None Required

Recommended Texts: Programming Fundamentals using C++ (provided as a PDF in D2L)

Technology requirements: Webcam (for online students)

## Learning Outcomes

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Students who complete this course successfully will be able to:

- Accurately demonstrate use of primitive data types and arithmetic expressions in programs.
- Apply basic programming structures in algorithmic solutions, including logical expressions, selection, and repetition.
- Solve programming problems that include 1D and 2D array creation, handling, searching, and sorting.
- Read and interpret simple programs written in multiple programming languages and understand what these programs do.
- Define methods and classes in program solutions.

## Course Requirements and Assignments

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This course will include the following graded components:

Quizzes (in D2L)	20%
Test 1	20%
Test 2	20%
Test 3	20%
Test 4 (Final Exam)	20%

# Evaluation and Grading Policies

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The instructor will make every effort to have assignments graded within one week. Assignments will be graded for correctness and completeness, as per the grading rubrics. Copies of your class work and tests will be kept for our records.

**No individual extra credit work will be given to improve one's grade.**

## **Regrade Requests in Gradescope:**

Regrade Requests must be submitted through Gradescope within three (3) business days of the grade being published. Regrade Requests should be submitted per question and should abide by the communication policies of KSU. You will receive an email from Gradescope (to your KSU Student Email) when the grades are published with the end date for regrade requests for each test/exam.

Lowest quiz grade will be dropped when calculating the quiz average.

If all four (4) tests are taken by a student, their single lowest test grade will be replaced by the cumulative final exam grade (if it is higher than the test grade).

## Grading Scale:

89.5% - 100%	A
79.5% - 89.5%	B
69.5% - 79.5%	C
59.5% - 69.5%	D
59.4% or below	F

# Course Policies

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## Late Work and Makeup Tests:

### **Late work will not be accepted.**

No make-up tests will be allowed. Final Exam will replace any missed test grades.

If a student must miss the final exam due to a documented, legitimate reason (illness with documentation, family death, etc.), then a make-up exam will be administered. To coordinate this, contact the instructor as soon as possible. It is the responsibility of the student to coordinate this in a timely manner and to provide documentation before the make-up exam will be given.

## Attendance:

**On campus sections:** The Instructor expects your attendance at each and every class/lab and discussion. Grade performance is a demonstrated function of attendance, preparation and participation. You can get behind very easily by skipping classes, resulting in a poor understanding of the material, which will show up as a poor grade for the class. Any class sessions missed by the student are the student's responsibility to make up, not the instructor's. Late arrival that causes disruption, early departure that causes disruption, excessive conversation among students (a disruption in its own right), inappropriate use of electronic devices that cause disruptions and other actions that disrupt the classroom are unacceptable.

Attendance will be taken via Arkaive and a bonus of up to 1.5 points can be earned. Bonus points are determined by percentage of sessions attended (logged via Arkaive) and are added to the final grade at the end of the semester.

**Online sections:** The instructor expects your active participation and weekly engagement in course activities. Students are required to actively participate in class discussions and complete all course assessments by the due date. Students are expected to check the course at least three days a week to actively participate in the weekly discussions. If you find that you cannot meet above requirements, contact your instructor as soon as possible.

Bonus of up to 1.5 points can be earned by taking the Online Attendance Quiz at the end of the semester. Bonus points are determined by percentage scored on quiz times 1.5 and are added to the final grade at the end of the semester.

## **Proctored Exam:**

On campus sections students are used to proctored exams, and should expect to attend all classes, as well as proctored exams.

**KSU ID# is required for all tests and exams (online or in person). Please make sure you that you know your KSU ID# or have your KSU Talon Card with you for all tests and exams.**

Online students should ALSO note that proctored exams are required for the online version of this course, as well. Online students must take proctored exams at scheduled time as assigned by instructor at <http://proctorU.com> or Respondus LockDown Browser with Respondus Monitor.

**A webcam is required for the proctoring software for online students.**

Proctored exam might require a fee.

## Communications Policy:

The instructor only guarantees replies to emails received from your Kennesaw email account ([netid@students.kennesaw.edu](mailto:netid@students.kennesaw.edu)). Emails sent from other email domains may not reach the instructor's mailbox. In order to ensure receipt/responses to your email be sure that you communicate with the instructor via your Kennesaw Student email account **and include the course number in the subject.**

# Department or College Policies

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## **First Year Experience:**

Kennesaw State University is committed to your success. To ensure that you take full advantage of your educational opportunities, the College of Computing and Software Engineering is implementing First Year Experience (FYE) Program and this course is part of this program. In some cases, you will be contacted by FYE team member as a follow-up on the instructor's referral and to offer you the guidance and support you need. There are many ways for you to reach your academic and personal goals. We'll show you how.

As part of process improvement, student data will be analyzed and reported in aggregate, de-identified form, as part of IRB-approved Study 19-157: How Student Success in the First-Year courses affects RPG rates.

## **Institutional Policies**

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### **Federal, BOR, & KSU Course Syllabus Policies:**

[http://curriculum.kennesaw.edu/resources/federal\\_bor\\_ksu\\_student\\_policies.php](http://curriculum.kennesaw.edu/resources/federal_bor_ksu_student_policies.php)

### **Student Resources:**

[http://curriculum.kennesaw.edu/resources/ksu\\_student\\_resources\\_for\\_course\\_syllabus.php](http://curriculum.kennesaw.edu/resources/ksu_student_resources_for_course_syllabus.php)

### **Academic Integrity Statement:**

<http://scai.kennesaw.edu/codes.php>

## **KSU Student Resources**

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This link contains information on help and resources available to students:

[https://curriculum.kennesaw.edu/resources/ksu\\_student\\_resources\\_for\\_course\\_syllabus.php](https://curriculum.kennesaw.edu/resources/ksu_student_resources_for_course_syllabus.php)

KSU CCSE FYE Resources: Course Schedule, Textbooks, Policies and Office Hours:

<https://ccse.kennesaw.edu/fye>

## **Course Schedule**

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See [CSE 1321: Programming and Problem Solving I Lecture](#) schedule posted on the [FYE](#) website.