KENNESAW STATE UNIVERSITY

SYLLABUS
COLLEGE OF COMPUTING AND SOFTWARE ENGINEERING
DEPARTMENT OF SOFTWARE ENGINEERING AND GAME DEVELOPMENT
CSE 1321: PROGRAMMING AND PROBLEM SOLVING I
FALL 2021 SEMESTER

Course Information

Class meeting time: Tuesdays/Thursdays, 9:30 AM - 10:45 AM
Modality and Location: Synchronous, Face-to-Face
Atrium Building, Room 158

Instructor Information

Name: **Nick Murphy**
Email: **nmurphy1@kennesaw.edu**
Office Location: Room J-342, Atrium/J-Building, Marietta Campus
Office Phone: 470-578-3433
Office Hours: Tuesdays/Thursdays, **11:00AM - 12:30PM**
Wednesdays, **11:30AM - 1:00PM**
By Appointment
Preferred method of communication: Email

Course Description

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

Credit Hours: 3-0-3
Concurrent Prerequisites: CSE 1321L and (MATH 1112 or MATH 1113 or MATH 1190 or CSE 1300)

Honors Content

In addition to the regular course material covered in CSE 1321, this course will cover some advanced topics in programming in the latter half of the class. There will also be a semester-long "whole class" project-based learning experience. This project will give students experience with additional roles in computing beyond programming itself.

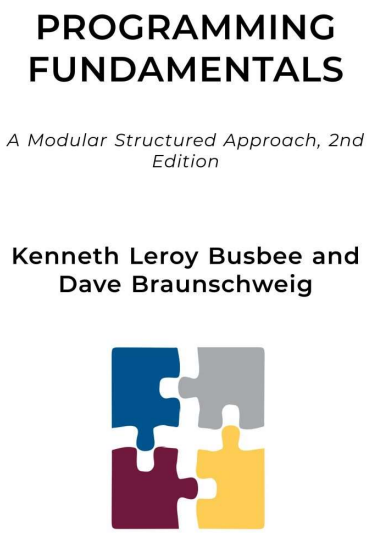
Course Materials

Required Text:

Programming Fundamentals: A Modular Structured Approach, 2nd Edition

Kenneth Leroy Busbee and Dave Braunschweig

Available Online Here



Learning Outcomes

By the end of this course, students 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 programs solutions.

Course Requirements and Assignments

The distribution of assignments will be as follows:

Quizzes	**20%**
Class Project	**25%**
Tests	**25%**
Final Exam	**30%**

Evaluation and Grading Policies

This course will use a weighted average to calculate final grades. The distribution of points is described in the chart in the previous section. If you have any questions about assignments, please contact me as soon as possible so we can resolve the issue.

Letter grades will be assigned based on the following criteria:

90 - 100%	**A**
80 - 89%	**B**
70 - 79%	**C**

60 - 69%	**D**
< 60%	**F**

Late Assignments

Any assignment submitted after the posted deadline on D2L will receive the following penalties

- Within 12 hours late: **10%** penalty (Highest *possible* grade is a 90)
- Within 24 hours late: **20%** penalty (Highest *possible* grade is an 80)
- Within 2 days late: **50%** penalty (Highest *possible* grade is a 50)
- After 2 days late: **100%** penalty (Automatic 0)

If you have any issues with a homework assignment, please contact me as soon as possible so we can resolve the issue before the deadline. Make-ups assignments and exams will be given for only for excused absences, provided notice is given before the due date and supporting documentation is provided.

After submitting your assignment on D2L, please review the submission to make sure it's what you've intended to upload.

Course Policies

KSU Academic Integrity Statement

Every KSU student is responsible for upholding the provisions of the Student Code of Conduct, as published in the Undergraduate and Graduate Catalogs. Section 5c of the Student Code of Conduct addresses the university's policy on academic honesty, including provisions regarding plagiarism and cheating, unauthorized access to university materials, misrepresentation/falsification of university records or academic work, malicious removal, retention, or destruction of library materials, malicious/intentional misuse of computer facilities and/or services, and misuse of student identification cards. Incidents of alleged academic misconduct will be handled through the established procedures of the Department of Student Conduct and Academic Integrity (SCAI), which includes either an "informal" resolution by a faculty member, resulting in a grade adjustment, or a formal hearing procedure, which may subject a student to the Code

of Conduct's minimum one semester suspension requirement. See the Department of Student Conduct and Academic Integrity's website (https://web.kennesaw.edu/scai/content/ksu-student-code-conduct) for more information.

Communication

The University provides all KSU students with an official email account with the address "**<NETID>@students.kennesaw.edu**". As a result of FERPA, the federal laws protecting educational information and other data, this is the sole email account you should use to communicate with me or other University officials.

I will do my best to respond within twenty-four hours of receipt of your email during the school week, and within forty-eight hours over the weekend. I will send announcement via D2L if these times need to be changed temporarily.

Please label the subject line of all emails with the course number "**[CSE 1321 HONORS]**" to ensure that I can distinguish your message from others in my inbox.

Accommodations

Students with qualifying disabilities under the Americans with Disabilities Act (ADA) and/or Section 504 of the Rehabilitation Act who require "reasonable accommodation(s)" to complete the course may request those from Office of Student Disability Services. Students requiring such accommodations are required to work with the University's Office of Student Disability Services rather than engaging in this discussion with individual faculty members or academic departments. If, after reviewing the course syllabus, a student anticipates or should have anticipated a need for accommodation, he or she must submit documentation requesting an accommodation and permitting time for a determination prior to submitting assignments or taking course quizzes or exams. Students may not request retroactive accommodation for needs that were or should have been foreseeable. Students should contact the office as soon as possible in the term for which they are seeking accommodations. Student Disability Services is located in the Carmichael Student Center in Suite 160. Please visit the Student Disabilities Services website at https://sds.kennesaw.edu/ for more information, or call the office at (470) 578-7361.

Technology Requirements

- **Computer and Internet Access**
- **Webcam & Audio Recorder**

COVID-19 Syllabi Statements

Course Delivery

KSU may shift the method of course delivery at any time during the semester in compliance with University System of Georgia health and safety guidelines. In this case, alternate teaching modalities that may be adopted include hyflex, hybrid, synchronous online, or asynchronous online instruction.

COVID-19 illness

If you are feeling ill, please stay home and contact your health professional. In addition, please email your instructor to say you are missing class due to illness. Signs of COVID-19 illness include, but are not limited to, the following:

· Cough

· Fever of 100.4 or higher

· Runny nose or new sinus congestion

· Shortness of breath or difficulty breathing

· Chills

· Sore Throat

· New loss of taste and/or smell

COVID-19 vaccines are a critical tool in “Protecting the Nest.” If you have not already, you are strongly encouraged to get vaccinated immediately to advance the health and safety of our campus community. As an enrolled KSU student, you are eligible to receive the vaccine on campus. Please call (470) 578-6644 to schedule your vaccination appointment or you may walk into one of our student health clinics.

For more information regarding COVID-19 (including testing, vaccines, extended illness procedures and accommodations), see KSU’s official Covid-19 website.

Masks

While masks are no longer mandated on campus, you are strongly encouraged to wear a mask when in class if you have not received a COVID-19 vaccination.

TurnItIn

Students agree that by taking this course all required papers may be subject to submission for textual similarity review to Turnitin.com for the detection of plagiarism. All submitted papers will be included as source documents in the Turnitin.com reference database solely for the purpose of detecting plagiarism of such papers. Use of the Turnitin.com service is subject to the Terms and Conditions of Use posted on the Turnitin.com site.

Institutional Policies

Federal, BOR, & KSU Course Syllabus Policies:
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

Academic Integrity Statement:
http://scai.kennesaw.edu/codes.php

KSU Student Resources

This link contains information on help and resources available to students:
https://curriculum.kennesaw.edu/resources/ksu_student_resources_for_course_syllabus.php

Abbreviated Course Schedule

Please note that, while every effort will be made to follow this schedule, changes to lesson pacing or assignments may be necessary due to unforeseen circumstances. Any such change will be announced via D2L/email. The last day to withdraw is **October 21st, 2021**.

Week	Topics
1	Introduction to Algorithms and Abstraction
2	Variables and Data Types
3	Selection Structures
4	Repetition and Loop Structures
5	Methods
6	One Dimensional Arrays
7	Searching and Sorting Data
8	Two Dimensional Arrays
9	Objects and Classes
10	Objects and Classes Continued
11	Recursion
12	Lists and Advanced Data Structures
13	Graphical User Interfaces (GUIs)
14	Special Topics
15	Review of Course
16	**Final Exam**