11311 CIS-22A-62Y *Beginning Programming Methodologies in C++* **(4 1/2 units)**

Instructor: Shu-huar Yeh

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WEB : http://puma.deanza.fhda.edu/distribute/yehsh/cis-22a/

Class meetings: AT202 Tue, Thu 6:00PM – 9:50PM

LAB : ONLINE See the ONLINE LAB schedule and login page

Prerequisites: Advisory: English Writing 211 and Reading 211 (or Language Arts 211), or English as a Second Language 272 and 273; Mathematics 114 or equivalent.

Course Description: An introduction to computer programming. Its primary objective is to teach problem solving using the C++ programming language. Emphasis will be placed on structured procedural programming with an introduction to object-oriented programming. Designed primarily for computer science and related transfer majors.

Course objectives: Upon completion of the course, the student will

- Know how to create good basic C++ programs.
- Appreciate why a good program style matters.
- Have learned various types of data and ways to handle them.
- Have developed some basic problem solving skills using C++ constructs such as flow control statements, functions, and array data structures.
- Know how to write interactive programs using *cin* and *cout* objects.
- Know how to handle input/output between a program and files using *stream* objects.
- Be inspired to learn more about software development technologies.

Text required: Gaddis, Tony Standard Version of Starting Out With C++ from Control Structures through Objects(7th Edition) Addison Wesley, 2012 ISBN: 0-13-257625-2

Attendance policy: You are expected to attend all lecture and the online lab sessions. If you must be absent from class, arrange with another student to share class notes for that session. You should plan on spending at least another 4 hours per week in the open lab. **If you wish to drop the class, it is your responsibility to do so.** An unauthorized withdrawal from class without following official procedures will result in your being assigned a grade of "F" (or "NC" if you have selected the Credit /No Credit option).

Scholarly conduct: In order to be successful in this class you will have to make a commitment to studying, reading the text, doing your homework, writing your lab assignments, attending class, and taking notes. Worthwhile contribution and regular attendance can positively affect the grades. You are expected to do your own work. Copying or cheating during a test will result in a zero being assigned for that test. In programming classes, students often confer with one another on approaches to solving the problem: however, your solutions to lab problems must represent your own individual work. Any copied solutions will result in a zero grade for both parties, and may result in a failing grade. It may also result in dismissal from class. Please check the current Schedule of Classes to learn more about academic integrity, other policies, and Student Standards of Conduct.

Homework: Homework is not to be run on the computer (unless you wish to). The purpose of the homework is to help clarify the material for you as we proceed and to prepare you for tests, therefore, you are strongly encouraged to do it.

Tests: There will be pop quizzes throughout the course and a final. The points you earn from the quizzes are counted as extra credit. There will be no make-up for the quizzes you have missed. The final exam is open book, open notes, no cameras, no internet access. Final date is shown on the calendar. Final exam papers will be retained for a period of 90 days from the exam date.

Laboratory assignments: You will be given individual lab assignments. All assignments must be turned in on or before the due date. Partial credit will be given for incomplete assignments. For more information on the grading of lab assignments, see "How Lab Works Are Evaluated"

Extra-credit may occasionally be given throughout the course.

Grading: 200 points are available (+ up to **8** points extra-credit). Your final grade is based on the percentage of the total you earn; however, if you fail the final exam your final grade will be lowered by at least one letter grade.

Activities	Occurrences	Points
Labs	See lab assignments	100
Final	1	100
Total		200
Extra (quizzes, etc.)		8

Grading scale:

Percentage	Grade
90 - 103	A-, A, A+
80 - 89.9	B-, B, B+
70 - 79.9	C-, C, C+
60 - 69.9	D
0 - 59.9	F