ICS 111 - Introduction to Computer Science

Welcome to Introduction to Computer Science. This course is designed to provide an introduction to programming techniques. By the end of the course, you should be able to:

- Use the java programming language to build object-oriented programs and applications.
- Identify the problem to be solved and determine what input, output, and data structures are needed to solve it.
- Understand what objects are and use them to create efficient programs.
- Retrieve data from the keyboard and output it to the screen.

Instructor Information

David Maxson
David.Maxson@hawaii.edu
Office hours: Online

Student Learning Outcomes

The Student Learning Outcomes for this course are:

- Understand the relationships between computer systems, applications, programming, and programming languages.
- Design, code, compile, run, and debug computer programs using an object-oriented programming language.
- Demonstrate an understanding of primitive data types, expressions, strings, and arrays.
- Understand and use the core concepts of an object-oriented programming language (classes, objects, methods with parameters, abstract classes, interfaces, inheritance, and polymorphism).
- Understand and use basic computer language concepts such as program flow, conditionals, and loops.

Class times and location

This is an online class. All lessons and interactions will be through Laulima.
How the course works

In this class, you must show mastery of each concept through a combination of quizzes and/or projects. Grades will not be given for work. Every assignment is a pass or fail.

To pass an assignment, your work must not contain any errors. If there are errors, then I will specify what it is and return it to you. You should then correct the assignment and resubmit it. Because one topic builds upon another, it is best to follow the schedule.

The only deadline for all assignments and quizzes is July 1, 2011. No work will be accepted after that date.

Grading

Your final grade will be determined by the number of assignments you complete. Each assignment is worth 1 point except for the Final Project, which is worth 2 points. There are twelve assignments:

- A: 12 points
- B: 10 – 11 points
- C: 7 – 9 points
- D: 4– 6 points
- F: 0 – 3 points

Resources

Your textbook for this class is Imagine! Java: Programming Concepts in Context by Frank M. Carrano. Readings and most projects will be assigned from the textbook. In addition, the companion website contains many useful videos that are referenced in the lessons. Make sure you register for the site. The link to it is available on the Laulima Home Page. Your book should contain an access code for it.

We will use Laulima for submitting and returning all assignments as well as for taking quizzes. All grades will be posted in Laulima and you will be able to track your progress by utilizing the grade book. In addition, there will be discussion boards where you may post questions and answers to everyone in the class. Use the private message tool in Laulima to contact the instructor.

We will be using java to develop our programs. If you are a Mac user you already have the Java JDK (Java Development Kit) installed. For other platforms go to the Java Download Page (http://java.sun.com/javase/downloads/index.jsp) to download the latest SE JDK. It is vital that you install it correctly, including setting the correct path environments.
Other Resources

- Tutoring may be available from the TRIO office in Na’auao 146 on the WCC campus.
- The Library has computers configured with all of the software needed for this class.

Statements and Policies

Disabilities Accommodation Statement

If you have a physical, sensory, health, cognitive, or mental health disability that could limit your ability to fully participate in this class, you are encouraged to contact the Disability Specialist Counselor to discuss reasonable accommodations that will help you succeed in this class. Ann Lemke can be reached by phone at 235-7448, by email at lemke@hawaii.edu, or by stopping by her office in Hale ‘Akoakoa 213 for more information.

Academic Dishonesty - Cheating and Plagiarism

You are responsible for the content and integrity of all work you submit. The guiding principle of academic integrity will be that all files, work, examinations, reports, and projects that you submit are your own work. See page 16 of the Windward Community College catalog for further clarification.

You will be guilty of cheating if you:

- Represent the work of others as your own (plagiarism).
- User or obtain unauthorized assistance in any academic work.
- Give unauthorized assistance to other students.
- Modify, without instructor approval, an examination, paper, record, or report for the purpose of obtaining additional credit.
- Misrepresent the content of submitted work.

A Final Thought

All programming languages use the same basic concepts. By learning the concepts and writing your initial program in pseudocode, you should be able to use any programming language to code your software. It is vital that you understand these concepts. You will use them throughout your studies in Computer Science and as a programmer or Software Engineer afterward. The best way to learn them is to use them. There are many exercises in the book that are not assigned as projects. If you need practice, consider doing more of the programming exercises. Good luck!
## Important Dates

<table>
<thead>
<tr>
<th>Date</th>
<th>Event</th>
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</thead>
<tbody>
<tr>
<td>May 23, 2011</td>
<td>First Day of Instruction</td>
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<tr>
<td>May 30, 2011</td>
<td>Memorial Day</td>
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<tr>
<td>June 11, 2011</td>
<td>King Kamehameha I Day</td>
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<tr>
<td>June 30, 2011</td>
<td>Last Day of instruction</td>
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<tr>
<td>July 1, 2011</td>
<td>Last Day to submit assignments</td>
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