

# Syllabus

## CSC140 Foundations of Computer Science

Professor Leon Tabak  
Block 6  
February 10, 2020 to March 04, 2020

---

### 1 Our meeting times and places

- My office is in West Hall 211.
- You may call me in my office at (319) 895-4294.
- You may send me electronic mail at [l.tabak@ieee.org](mailto:l.tabak@ieee.org).
- I will be in my office and available to meet with you Monday through Friday from 3:00 p.m. until 3:30 p.m.
- We will all meet together in the classroom in the mornings and in the laboratory in the afternoons.

	Where	When
Classroom	West Hall 213	9 a.m. to 11 a.m.
Laboratory	West Hall 200	1 p.m. to 3 p.m.

### 2 Textbook

We will use a free, online, interactive textbook.

Click on the link. Create an account for yourself. The name of our course on the Runestone Academy site is CSC140-6-2020. Enter that name when you create your account.

- [How to Think Like a Computer Scientist](#)  
Brad Miller, David Ranum, Jeffrey Elkner, Peter Wentworth, Allen B. Downey, Chris Meyers, and Dario Mitchell  
Runestone Interactive 2014

We will read about one chapter per day. We will learn through reading, discussion, and through practice solving problems. You will discover that practice

writing programs is the most productive method of learning in this course. Reading and discussion can help you prepare for the exercises. The discoveries that you make during the exercises will increase your understanding of what we read and discuss. Practice on the computer is indispensable.

Check Moodle regularly for other resources.

You may use the computers in our laboratory or your own computers for the exercises.

The software that we will use is available at no cost on the Internet. Versions are available for computers that run the Microsoft Windows, Apple Macintosh OS X, and Linux operating systems.

### 3 Etiquette for the Classroom

Please show respect to your classmates, to me, and to the seriousness of our enterprise by exercising the following courtesies:

- Please give your attention to whomever is speaking. You cannot view unrelated pages on the Web and be part of our class' discussion at the same time.
- You learn from your classmates. Be generous in offering help to classmates in the laboratory. Take interest in your classmates' work. Encourage them. Compliment them for work that is well done. Give them a good audience when they stand at the front of the room to present their work. Show these courtesies to all of your classmates.
- Please do not interrupt the class by late entries or early departures. If you anticipate a need to be absent from all or part of one of our meetings, please notify me in advance of your anticipated absence.
- You may listen to music while working in the laboratory so long as you are still able to hear your name when called and you do not disturb neighbors.
- Please refrain from bringing food or drink into the classroom or laboratory. We can make reasonable exceptions for eating that is not noisy and foods that do not have strong smells.  
Acceptable beverages and foods include water, tea, and granola bars. Bringing breakfast to class is not courteous.  
Please clean up crumbs and spills. Please dispose of empty containers and leftovers.
- Please dress as you might for an employer in the software engineering industry. This does not mean fancy dress—you do not need to buy new clothes. The dress in most workplaces is casual. Just be neat.

Please keep your shoes on. Wearing hoods, hats, or sunglasses (except when there is a medical reason for shielding the eyes) that hide your face is not courteous.

- Imagine that you are seeking employment. How will you present yourself to your prospective employer?

Imagine that you are now employed in a software engineering firm. How will you speak to your teammates, the head of your team, and your company's clients?

Imagine that your grandmother has purchased the company for which you work. She has joined you in the company's conference room to hear and see you walk through the code that you have written for the company (her company).

Are there some words that you will keep out of your vocabulary during this hour?

## 4 Policies

Cornell College is committed to providing equal educational opportunities to all students. If you have a documented learning disability and will need any accommodation in this course, you *must* request the accommodation(s) from the instructor of the course and no later than the third day of the term. Additional information about the policies and procedures for accommodation of learning disabilities is available on [Cornell College's Web site](#).

Please also familiarize yourself with the college's statement on [academic honesty](#) and its [policies for dropping courses](#).

## 5 Goals

We will give special attention to three of Cornell College's [Educational Priorities and Outcomes](#):

- Reasoning—You will learn how to apply reason in the design, development, and testing of software.
- Communication—You will learn how to communicate with clients and teammates.
- Ethical behavior—You will learn how ethical conduct helps define professional practice in software engineering.

## 6 Grades

Experience presenting work to peers will be an important part of the course. Practice asking your teammates questions during their presentations, critiquing their decisions, and suggesting improvements to their code will also be an important part of your education during this term.

<b>Activity</b>	<b>Points</b>
Daily work	20
Graded exercise 1 (Friday, 14 February 2020)	20
Graded exercise 2 (Friday, 21 February 2020)	20
Graded exercise 3 (Friday, 28 February 2020)	20
+ Graded exercise 4 (Wednesday, 04 March 2020)	20
	100