CS 1309-002 Logic Design

Fall 2014, Sul Ross State University

Instructor: Thea Glenn, M.S. Management Information Systems

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Class: *MWF* 9:00 am - 9:50 am BAB 302; **Lab:** *W* 2:00 pm - 3:15 pm. BAB 302

Textbook: Joyce Farrell, *Programming Logic and Design, Comprehensive, 8th Edition.* Course Technology Incorporated, 2011, ISBN-10**:** 1285776712 ISBN-13: 9781285776712
http://www.sulrossbookstore.com/CourseMaterials.aspx
Links: http://www.compileonline.com/
Online Tools: Google Doc's Draw is a free app offered by google.

Course Objectives
This course provides the beginning programmer with a guide to developing structured program logic. It assumes no programming experience and does not focus on any one particular language. Students will be introduced to programming concepts such as structure, decision making, looping, arrays, and files, with emphasis on good style and logical thinking. Students will also learn object oriented programming techniques, events, and databases.

Specific topic coverage includes the following (time permitting):

• An Overview of Computers and Programming • Working with Data • Understanding Structure • Making Decisions • Looping • Arrays • File Handling and Applications	• Advanced Array Concepts • Advanced Modularization Techniques • Object-Oriented Programming • More Object-Oriented Programming Concepts • Event-Driven GUI Programming • System Modeling with the UML • Using Relational Databases

Attendance
Any student who accumulates 10 **unexcused** absences (MWF Classes) or 7 **unexcused** absences (MW classes) will be automatically dropped from this course.

Need for Assistance
Qualified students with disabilities needing academic or other accommodations to ensure full participation in the programs, services and activities at Sul Ross State University should contact the Disabilities Services Coordinator, in Counseling and Prevention Services, Ferguson Hall 112, Box C-117, Alpine, Texas 79832. Please notify me before the third day of classes.

Course Policies
Quizzes and assignments must be submitted on time. I have set up rules in Blackboard so that assignments cannot be submitted after the due date.

Academic Dishonesty: Honesty in completing assignments is essential to the mission of the university and to the development of the personal integrity of the student. Cheating, plagiarism, or other kinds of academic dishonesty will not be tolerated and will result in appropriate sanctions that may include failing an assignment, failing the class, or being suspended or expelled. Suspected cases in this course may be reported to Student Life.

Posting of Grades
As soon as assignments, exams, and quizzes are graded, the grades will be posted in Blackboard.

Grading
Letter grades will be determined using a standard percentage point evaluation as outlined below. Please note that this is a tentative schedule and can change. Any changes that happen will be updated in Blackboard. Due Dates for assignments will also be posted in Blackboard.

Your final grade will be determined by calculating points based on the following weights:

- A 900 - 1000 points
- B 800 - 899 points
- C 700 – 799 points
- D 600 – 699 points
- F below 600 points

The table following is a tentative schedule of the planned assignments. The legend for assignments is below the table:

Tentative	Weekly Topics	Chapter Readings	Possible points earned per assignments
1	**An Overview of Computers and Programming**	Chapter 1	20 RQ 1-20 (p.33-4) 10 PM 1 (36)
2	**Working with Data, Creating Modules, and Designing High-Quality Programs**	Chapter 2	20 RQ 1-20 (p.79-82) 80 PE 1-4 (p.82-4)
3	**Understanding Structure**	Chapter 3	20 RQ 1-20 (p. 117-9) 40 PE 2&3(p. 120-1) 10 PM 1 (p.123)
4	**Making Decisions**	Chapter 4	20 EQ 1-20 (p.168-170) 20 PE 8 (p.178) 40 FB 1&2 (p.175)
5	**Looping**	Chapter 5	125 20 RQ 1-20 (p.218-21) 20 PE 16 (p.223)
6	**Arrays**	Chapter 6	20 RQ 1-20 (p.263-7) 20 PE 6 (p.268) 10 PM 1 (p.271) 40 FB 1&2 (p.271)
7	**File Handling and Applications**	Chapter 7	20 EQ 1-20 (p.263-5) 20 PE 10 (p.368) 40 FB 1&2 (p.369)
8	**Advanced Data Handling Concepts**	Chapter 8	20 RQ 1-20 (p.418-20) 20 PE 7 (p.421-22) 40 FB 1&2 (p.425)
9	**Advanced Modularization Techniques**	Chapter 9	20 RQ 1-20 (p.418-20) 20 PE 7 (p.421-22) 40 FB 1&2 (p.425)
10	**Object-Oriented Programming**	Chapter 10	100 Project
11	**More Object-Oriented Programming Concepts**	Chapter 11	125 Project
		Total Possible	**1000**

ASSIGNMENT LEGEND
Review Question = RQ
Practice Exercises = PE
Performing Maintenance = PM
Finding the Bugs = FB Game Zone = GZ