CSCI 1301 Programming Principles I

Course Description
A rigorous study of the principles of computer programming with emphasis on problem solving methods which result in correct, well-structured programs. Other topics: an introduction to data representation, data types and control structures, functions, and structured data types.

Prerequisites: CSCI 1210, CSCI 1200, MATH 1111, or MATH 1113.

Textbook: Visual C# 2010: How to Program
Deitel & Deitel

Grading: Scores on the following determine your final grade:

Test #1	25 %
Test #2	30 %
Final Exam	35 %
Homework	10 % No late homework is accepted.

Course Grade Scale:

A	92 -	100
B	84 -	92
C	74 -	84
D	64 -	74
F	0 -	63

I do not curve individual examinations. At the end of the course, the class average is calculated to determine if an overall scaling of grades is necessary.

Identical or similar programs turned in by two or more students receive a grade of zero. For repeated copying points are subtracted from previous work.

Attendance: YOU ARE STRONGLY ENCOURAGED TO ATTEND CLASS. I do not require daily attendance. I do not repeat lectures or provide notes for those who miss class. It is your responsibility to find out from a fellow classmate what has taken place in class during your absence. You are responsible for all class material whether or not you attend class. If you stop attending class, I have the right to withdraw you. However, dropping and withdrawing from the class is the responsibility of the student. Do not assume I will drop you from the class. If you stop attending after midterm, I will give you a WF.

Make-up Policy: No make-up exams are given. If, due to extraordinary circumstances, a student misses a class when an exam is scheduled, the instructor must be notified at least a week in advance unless it is some type of emergency. A student may be required to submit documentation as proof of extraordinary circumstances. If the absence is an excusable absence, then the weight of the missed exam will be placed onto the final exam's weight.

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Course Outline

Book Sections	Topics
1.2, 1.6	Introduction to a Computer
3.2	Programming Languages
3.4	Writing Programs
3.5	Simple C# program
	Class structure
3.7	Variables
3.8, 4.11	Characters, Strings
	Integers, Floating Point and Decimal Numbers
	Boolean
6.8	Basic Control Structures
3.8, 5.5, 6.6	Boolean Expressions
5.7→5.10, 6.3→6.4	Selection Statements – if, switch
	Repetition Statements – while, for
	Program Testing
	Exam #1
	Using Classes
	Building Classes
	Accessors and Mutators
	Constructors
	The ToString method
7.12, 7.13	Method Overloading
8.1→8.4	Arrays
	Going past the end of an array
8.6	Using the foreach statement
	Arrays of Objects
8.9	Arrays as Class Data Member
	Exam #2
17	Files and Streams