California State University -- Northridge

Comp 110 Introduction to Algorithms and Programming

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Course Description

The course is an introduction to algorithms. We will study the representation of algorithms; the design, structure, analysis and optimization of algorithms. The Java programming language will be used to implement algorithms as structured programs.

Prerequisites

Math 102

Minimum Grade ⇔C

Co-requisites

Math 104 & Freshman Composition Comp 110 and Comp 110L must be taken at the same time.

<u>Textbook</u>

Liang Introduction to Java Programming, 9th ed. Prentice Hall ISBN-13: 978-0-13-292373-6

<u>Materials</u> USB Flash Drive, i.e., Memory Stick for data storage & data transfer

Software

Java Programming with the current edition of JDK and Jgrasp. Java JDK can be downloaded from

<u>http://www.oracle.com/technetwork/java/javase/downloads/index.html</u> and Jgrasp, a java development environment, can be downloaded from <u>http://www.jgrasp.org/</u>

Grading Policy

The lecture and lab are integrated, thus you will receive the same grade for both the lecture and the lab. Plus and minus grading will be used.

Students are responsible for reading the related chapters in the text and doing the Review Questions at the end of the chapters. Students will design, implement and test Java programs related to material covered in lecture and in text. Unless otherwise instructed, programs must be done during the laboratory and submitted to the instructor at the end of the lab. There will be two programming exams in the lab during the semester.

Evaluation			
		400/	Each homework assignment
Midterm Exam		10%	not submitted will cause a
Programming Projects		40%	deduction of the allotted
Laboratory Exams (2) 5% @		10%	points for the semesters homework; the failure to
Chapter Quizzes		15% 👝	submit more than two or three
Homework		5%	of the assignments could
Final Examination		20%	reduce your allotted points for
			homework to a <u>negative</u>
		100%	number, thus reducing your
Letter Grades			final grade by a letter grade or
90 – 100%	(A-, A)		more! In other words, submission will gain at most 5
80 – 89%	(B-, B, B+)		total points but failure to
70– 79%	(C or C+)		submit could cost a deduction
65 – 69%	(C-)		of 10 or more points from your total points!
60-64%	(D)		
Below 60%	(F)		

No makeup examinations will be given. <u>Examinations</u> must be taken on the assigned dates at the assigned time.



Print Quota

The School of Engineering has established a print quota for all student accounts. The limit is 75 pages/month; if you exceed that amount, you may very well not be able to print anything from that account until the next month.

<u>Storage Quota</u>

Students will be able to securely store documents on UBS Memory Sticks, diskettes, Zip drives and on the ECS system, i.e., the Z-drive subsystem. Documents stored on the local computer "C" drive may be deleted at any time by other students, instructors, and on a regular schedule by system administrators. The School of Engineering has established a storage quota for all student Z-drive accounts. The limit is 100MB; if you exceed that amount, you will not be able to store anything else until you delete items from the storage device.

Academic Dishonesty

All instances of academic dishonesty on exams or programming projects will be reported to the Vice President of Student Affairs and will result in a grade of F on the assignment and may result in an F in the course. If you are not sure what is considered academic dishonesty, please ask your instructor for guidance.

Course Objectives

- 1. Learn how to solve problems using computer programming.
- 2. Learn the basic constructs of the Java programming language.
- 3. Learn how to design, write, test and debug computer programs.
- 4. Introduction to object oriented programming.