

PRINCIPLES OF COMPUTER SCIENCE

St. Olaf College • CS 121

Dr. Matthew Wright • Spring 2016

Meeting Times: Monday, Wednesday, and Friday; 10:45 – 11:40am

Location: Regents 203

Office Hours: M 1–2, T 2–3, W 9–10, Th 9:30–10:30, F 1–2; or by appointment in RMS 409

Contact info: wright5@stolaf.edu

Texts: *How to Think Like a Computer Scientist: Learning with Python, Interactive Edition*,
<http://interactivepython.org/runestone/static/thinkcspy/index.html>

Introduction to Networking: How the Internet Works, by Charles R. Severance

Web Site

The course web site is:

<http://cs121.mlwright.org/>

You will refer to this web site frequently for homework assignments and course files.

Course Objectives

1. To understand key concepts and abstractions involved in programming, and to be able to write simple computer programs.
2. To better understand how computers and the Internet work.
3. To develop knowledge and skills that will allow the student to use computers to solve novel problems throughout life.

Grading

Your final grade will be the average of the following components, all weighted equally:

Assignments Quizzes Midterm exam Final project Final exam

Assignments

Assignments consist of textbook exercises and lab work. Assignments will be made at nearly every class meeting, and will be due by the beginning of the next class meeting.

Practice is *essential* for learning programming! Thus, it is imperative that you keep up with assignments in order to receive a good grade in the course.

Late work will *not* be accepted in general. However, your lowest assignment grade will be dropped.

Quizzes

There will be a quiz in class on each Friday. Your lowest quiz grade will be dropped.

Exams

This course will have one midterm exam and one final exam. Plan to be present at each exam. Make-up exams will be given only in circumstances that are truly exceptional, and must be arranged in advance. *In particular, travel plans are not a valid excuse to miss an exam.*

Midterm Exam: Friday, March 18, in class

Final Exam: Thursday, May 19, 9:00 – 11:00am (cumulative)

Final Project

The final project will be an important part of this course. The project will involve working in teams of two or three students to apply your programming knowledge to solve a problem of interest to you. More information about the project will be distributed later in the semester.

Getting Help

- If you are having trouble, seek help! Your primary resource is Prof. Wright, who is happy to help you during class, after class, in office hours, by appointment, and by email.
- *Supplemental Instruction (SI)* is a new program to assist students in this course. SI sessions, held three evenings per week, will be run by Aaron Telander (teland2@stolaf.edu). These sessions will help reinforce course concepts and offer additional programming practice. For a schedule and more information, see wp.stolaf.edu/asc/supplemental-instruction-si.
- In addition, the graders will offer homework help sessions. A schedule for these sessions will appear on the course web site.

Academic Integrity

Claiming someone else's work as your own will earn you a failing grade on the work in question. Don't do it. For more information, see the *Academic Integrity* section of *The Book*.

Disability and Access

Dr. Wright is committed to supporting the learning of all students. If you have already registered with Disability and Access (DAC) and have your letter of accommodations, please meet with the professor early in the course to discuss, plan, and implement your accommodations in the course. If you have or think you have a disability please contact the Disability and Access office at 507-786-3288 or wp.stolaf.edu/asc/dac.