Welcome to CSIS-119
Introduction to Computer Programming

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10 Things I think I know About You!

1. You are here right now!
2. You are reading this!
3. You are human!
4. You can't say the letter "P" without separating your lips.
6. You just attempted to do it.
7. You might be laughing at yourself or others around you.
8. I skipped number 5 (this is not about you).
9. You just checked to see if there is a number 5.
10. You might be laughing at this because a few others in the room are laughing at it and I might be too.
11. You have had enough of this silliness...let’s get going!
About Dr. Norman (your professor)

- AA, BS, MS, and Ph.D. [University of Arizona] degrees - all related to the computer and software industry
- Full-time instructor @ Grossmont College, an emeritus (retired) professor @ San Diego State University, and is also an adjunct (part-time) professor @ the University of Maryland’s Masters in Software Engineering program (online) and National University in San Diego
- He has written well over a million lines of software and built hundreds of business applications for dozens of global enterprises over a 40+ year industry career
- His consulting, mentoring, presenting, integrating with and coaching of software engineering clients include Amazon, Federal Express (FedEx), United Parcel Service (UPS), eBay, PayPal, AT&T Wireless, Charles Schwab, Cisco, General Motors (GM), Hewlett-Packard (HP), Chase Bank, and Google
- A Certified Computer Professional (CCP) and a Certified Scrum Master (CSM)
Course Description (Catalog)

✓ An introductory course in computer programming as a foundation for more advanced programming, networking, or software engineering courses

✓ Emphasis is on the development of problem solving skills as the student is introduced to programming best practices using modular and Object Oriented programming concepts

✓ A pseudocode (simplified English) will be used to explore common program solution best practices

✓ Optionally, a programming language (Java, Visual Basic, C++) may be used to reinforce these concepts.

✓ This course IS HIGHLY RECOMMENDED to be taken before the student's first programming course.
None, but…

- CSIS-110 & CSIS-112 are helpful as are any other computer-related courses you may have taken along with your own use of a PC, Mac, laptop, tablet, iPod, iTouch, iPad, smart phone, video game, or surfboard (just kidding about the surfboard).
Student Learning Outcomes

At the end of this course, students should be able to:

1. Analyze and understand the requirements of a given situation (problem)
2. Develop an acceptable design solution for those requirements
3. Implement (deploy) the solution
My Role – Instructor/Mentor

Bloom’s Taxonomy - Revised

- Remembering
- Understanding
- Applying
- Analyzing
- Evaluating
- Creating

Increasing difficulty

Your Goal
“Some people talk in their sleep. Lecturers talk while other people sleep!”

- Albert Camus

“...or play on their electronic gadgets!”

- Ronald Norman
Course Requirements

- Students are expected to:
  - attend all class sessions
  - participate in all class activities
  - complete exams as scheduled (no make-ups)
  - turn in all assignments & projects on time (no extensions)

- Failure to do the above may result in the loss of points which could lead to the lowering of your final letter (A, B, C, ...) grade in this course
Course Meetings

Class meets on Tuesday & Thursday for 16 weeks

During Week #17 there is a specific Final Exam Day & Time
Course Texts & Materials


2. **OPTIONAL TEXTBOOKS and FILE:**


   4) Optional **Student files**. They can be downloaded from my **OUT box** for this course and you can visit the [cengage.com](http://cengage.com) Website for this textbook for other supplementary materials.
Course Grading Criteria

Course grades are based on the number of points earned from the following list of assessments

**Evaluation:**
- EXAMS – Part 1  
  \[11 \times 20 = 220\ldots 37\%\]
- EXAMS – Part 2  
  \[11 \times 30 = 330\ldots 55\%\]
- FINAL Exam (cum)  
  \[1 \times 50 = 50\ldots 8\%\]

**TOTAL POINTS** 600

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Academic Integrity will be enforced!

See Grossmont College Annual Catalog and this course’s Syllabus for details!!!

Basically, do your own work!!!
Course Grading

Definition of Grades:
A: Outstanding achievement that significantly exceeds standards
B: Commendable achievement that exceeds standards
C: Acceptable achievement that meets standards
D: Marginal achievement that is below standards
F: Failing
I: Incomplete

<table>
<thead>
<tr>
<th>Grade</th>
<th>Points</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>A</td>
<td>&gt;= 540</td>
<td>90 - 100%</td>
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<tr>
<td>B</td>
<td>480 – 539</td>
<td>80 - 89.9%</td>
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<tr>
<td>C</td>
<td>420 – 479</td>
<td>70 - 79.9%</td>
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<tr>
<td>D</td>
<td>360 – 419</td>
<td>60 - 69.9%</td>
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<tr>
<td>F</td>
<td>&lt;= 359</td>
<td>&lt; 60%</td>
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To get an extra copy of the Syllabus or Schedule use one of:
1) www.grossmont.edu/people/ronald-norman
   (click on the CSIS119 Course Link)
2) My OUT box -> CSIS119
Web Site Links

- The Textbook, Java, Visual Basic, and C++ books Websites are located @
  - http://cengage.com/
  - Search using the specific book’s ISBN # (13 digits)

- Student Files are located in my **OUT** box for the CSIS119 course

- “How To” instructions for getting to the instructor **IN/OUT** box are located on my website @ http://grossmont.edu/people/ronald-norman
10 Rules of Conduct

1. Learn and Grow
2. Have fun
3. One speaks, all listen
4. Ask questions & offer comments
5. Another Opinion? is OK! (except on an exam)
6. Everyone needs to participate
7. No one dominates (except me!)
8. No internet, eMail, IM, texting, Twitter, games, etc. during lecture time
9. No eating or drinking in the room
10. Electronic devices silent and out of sight at all times
HAVE A

GREAT SEMESTER!