

Computer Science 1323

Introduction to Computer Programming for Programmers

Spring 2024

Class Time:

CS 1323 – 001: 9:30 - 10:20 AM on Monday, Wednesday, and Friday

Location: Dale Hall 218

Instructor: Keerti Banweer Email: Keerti.banweer@ou.edu

This course has three essential learning objectives:

1. Learning to write a few lines of code to solve given problems.
2. Learning to write complete computer programs to solve given problems.
3. Developing conceptual understanding of how computer programs work.

Students achieve these objectives through extensive practice in the Java programming language. This practice occurs in phases. First, students read about the lecture material before class. Then we discuss the material in class while working many examples together and checking understanding with a classroom response system (iClickers). After class, students practice with interactive programming tutors (Turingcraft, CodingBat problems), projects done in the laboratory, and homework assignments. This means that there are class deadlines every two or three days. Repeated practice leads to mastery.

Teaching Assistants (TAs):

Name	Email
Mahidhar Gedela	Mahidhar.Gedela-1@ou.edu
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Aishwarya Peri	Aishwarya.Peri-1@ou.edu

Office Hours: On Canvas, under Pages. These sometimes change during the semester. Temporary changes will be announced through email. Permanent changes will be announced through email and made on Canvas.

Zoom Addresses: On Canvas, under Pages.

Masking: The course will follow OU's policy on masking, which can change rapidly. If you are not feeling well or have been exposed to Covid, inform your instructor, Keerti and do not come to class.

Spring 2024 Disclaimer: I have made every reasonable attempt to anticipate the challenges that could occur this semester and create a robust structure that can withstand these challenges. However, there may be unanticipated challenges. If changes are made, I will make every reasonable effort to be fair and kind to all students and respect the spirit of this document. **If you need special consideration, please ask for it.**

Class Structure: This class is a synchronous class. You are expected to attend all class sessions and all laboratories in person at the scheduled time, unless you are ill, have unanticipated caretaking responsibilities, or feel unsafe being around groups of people at this time. Examinations in the class will take place during the evening and must be done in person unless there are extenuating circumstances, usually arranged in advance.

Canvas Learning Management System: <https://canvas.ou.edu>

Log in with your OUNetID (usually the first 4 letters of your last name followed by a 4-digit number). All assignments, deadlines, grades, announcements, and course documents will be posted to the CS 1323 Canvas page. It is your responsibility to regularly check for updates. You can configure Canvas to email you notifications or send them through text messages.

Prerequisites:

1. Math 1523 (precalculus and trigonometry), equivalent, or concurrent enrollment.
2. Basic computer literacy such as the ability to install software and navigate folder structures. A list of specific expectations is available on Canvas under Modules -> Important Documents.

Free Tutoring: In addition to faculty and TA office hours, the School of Computer Science through the William Kerber Foundation Teaching Scholars, the Dean's Leadership Council (DLC) of the Gallogly College of Engineering, and University College through Action Center Tutoring offer free weekly tutoring sessions. The course TAs, me, and these tutors should be the first place you go for help, since we are all trained specifically to support students in this course.

The times, people, locations, and Zoom links will appear on Canvas under Pages as they are available under Pages on Canvas (usually 2-3 weeks into the semester).

Topics Covered: programs, Java, input and output, identifiers, variables, assignment statements, constants, memory diagrams, primitive data types, operations on primitive data, conditional statements, repetition, methods, parameters, arguments, return values, passing by value, passing by sharing, nested control statements, one dimensional arrays, objects, user defined classes, and classes from the Java Application Programmers Interface (API) (including Arrays, ArrayList, Character, Collections, Double, Integer, Float, Math, Scanner, String, and StringBuilder).

ABET: Students will increase their ability to meet the following ABET outcomes:

Outcome 1: Analyze a complex computing problem and apply principles of computing and other relevant disciplines to identify solutions.

Outcome 2: Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.

Required Materials: Please purchase the following items **as soon as possible**. Each is required to complete a different type of assignment and counts for your grade. If you are unable to afford these items at the start of the semester, let me know so I can excuse your work for a little while or help you find another way to get access.

1. Zyante online textbook (ZyBook) with labs (zyLabs).
 - Click on the first Zybook assignment in Canvas, which has the title “Ch. 1: Introduction to Programming.”
 - Click the link at the bottom of the assignment page to open the Zyante website in a new window.
 - Subscribe to the book.
2. Turing’s Craft CodeLab
 - Click on the first interactive tutoring assignment in Canvas, which has the title “TC 1: Storing and Changing Primitive Data.”
 - Click the link at the bottom of the assignment page to open the Turing’s Craft website in a new window.
 - Click the upgrade link at the top of the page to open a page of payment options (you can work 10 Turingscraft exercises before you pay, but those don’t go very far in this class).
 - Use a credit card or activation code (from the online bookstore or from Turingscraft.com) to purchase the CodeLab. The code is cheaper if you buy it directly from Turingscraft.
3. iClicker subscription
 - You Go to Canvas and click on Assignments → Participation → P: Introduction to Programming. Whether you are using a mobile app or a physical iClicker, sign into your iClicker account in the window that opens, creating a new account if necessary. Do not create a new account if you already have one. You need to do this even if you are using a physical iClicker.
 - If you are using the mobile app, install it on your device from the App Store or Google Play. You may use the web app if you prefer. If you are using a physical iClicker device, you need to enter the remote ID number in the profile section of the web app so the software can recognize you and give you proper credit for participation.
 - iClickers include a free two-week trial. The access code needs to be purchased before two weeks ends. This can be done from the campus bookstore or online. Go to <http://iclicker.com> (this cannot be done from the mobile app) to enter your access code.
4. Laptop computer with network access for class and lab.
 - You are responsible for having a working laptop available for every class and laboratory. This includes finding a replacement with the necessary software installed if your laptop requires repairs during the semester.

Midterm Exams: We will have two midterm examinations: Tuesday 27th Feb from 7:30-9:30 pm and Tuesday 2nd April from 7:30-9:30 PM. These dates are on Canvas on the Calendar, and on the Assignments tab under Midterms. These dates will not change unless there is a major University-wide problem, like an ice storm.

Makeup exams are only available when required by university policy. Missing an exam without a previously approved excuse will generally result in a grade of zero unless there are extenuating circumstances. If an examination is excused, your grade on the final examination will be used to replace the grade.

Final Exam: 7:30 – 9:30PM on Wednesday, May 8. The final exam **will be in our regular classroom, Dale 218**

The College of Engineering requires this exam to be comprehensive. No final exam will be given early except as required by university policy.

Study Advice: In technical fields like computer science, the only way to master the subject matter is to practice. Learning to program is like learning to play a musical instrument. You can read a hundred books on playing the piano, but if you don't sit down in front of a keyboard and practice, you won't be able to produce any interesting music. Similarly, if you only attend lectures or read the textbook, you're going to find it difficult to write functioning computer programs of any complexity.

To facilitate your practice, this course has different types of assignments, which are described below. Start each assignment as early as you can and get help from me, a teaching assistant, or a tutor if you get stuck. Programming can be challenging, which is why we have so many office hours. If you work hard on and understand the assignments, you should do well on the exams, earn a good grade in the class, and generally have a rewarding semester.

Assignments: This course has 5 different assignment types. Each is designed to help you learn the material in a different way. All assignments are due at 11:59 PM on their posted due dates, except Top Hat, which is due in class.

1. Zyante (zyBook): The online textbook will introduce you to new topics before I cover them in class.
 - Each section contains activities to reinforce the ideas in the text. Activities come in two types: participation and challenge. **You are only required to complete participation activities**, although you are welcome to complete challenge activities for extra practice.
 - Each question can be attempted an unlimited number of times without a penalty. You earn 1 point for each question answered correctly before the deadline.
 - Some sections are marked as optional. You are not required to complete these sections.
2. Participation: These assignments are given in class to keep you engaged and determine which topics need additional clarification.
 - Participation activities are given with iClickers.
 - You earn 1 point for each section where you answer half or more of the quiz questions correctly. Odd numbers of questions round up (so if you got 1 question right out of 3, you would get credit). I lower this threshold when we have unusually hard questions.

3. Turing's Craft (TC) and CodingBat (CB): Interactive tutoring assignments reinforce topics after they are discussed in class.
 - TC exercises and CB problems are answered in a web browser and provide immediate feedback on your code. Answers are often given in the form of code fragments (a few lines of code), rather than complete programs.
 - Each assignment is due about two days after the last class on the corresponding topic.
 - As with zyBook assignments, there is no penalty for incorrect answers. You earn 1 point for each TC exercise and 2 points for each CB problem answered correctly before the deadline.
4. Homework: These assignments consist of questions that are like those on the exams.
 - Each homework will be posted as a PDF file with fillable fields. You can read and answer the questions using Acrobat Reader: <https://get.adobe.com/reader>. Do not use reader within a browser, you will need to use a desktop app to be able to save your changes.
 - Homework is submitted through Gradescope, which can be accessed from the link on the left side of the course Canvas page.
5. Projects: These assignments require you to solve a problem in a less structured environment by writing a complete program.
 - Projects are assigned each Tuesday and are generally due via zyLabs the following Monday.

All assignments must be completed *individually* unless otherwise stated.

Grading: Your final course grade is calculated from your average grade on each type of assignment, your average midterm grade, and your final exam grade. These averages are combined using the weights in the table below. The weights applied to the Zyante, iClickers (class participation) and Turingscraft & CodingBat grades are intentionally low. This allows you to learn from mistakes with only small penalties. Completing these assignments is how most students develop the conceptual understanding needed to do well on the homework, projects, and exams.

Assignment	Weight (%)	Forgiveness Policy
Zyante	5	20 free points (not to exceed 100%)
iClicker	5	3 free days
Turingscraft & CodingBat*	5	20 free points (not to exceed 100%)
Homework	15	20 free points (not to exceed 100%)
Projects	20	100 free points (not to exceed 100%)
Midterm Exams	30	none
Final Exam	20	none

* Zyante questions and Turing's Craft exercises are each worth 1 point, and CodingBat problems are each worth 2 points.

The table also lists the forgiveness policy for each assignment type. **At the end of the semester**, these adjustments are applied when calculating average assignment grades. I do not put these adjustments in the Canvas gradebook earlier in the semester because this would tend to inflate grades, which misleads students into thinking they are doing better than they really are. This means that the grade that shows in the Canvas gradebook is always inaccurate and is usually, but not always, lower than your actual grade in the class.

Letter Grades: Your course grade will be converted into a letter using a scale no higher than the following:

Letter	Percentage
A	90+
B	80–89
C	70–79
D	60–69
F	Below 60

The scale may be lowered at the end of the semester at my discretion.

Borderline Grades: It would be nice if all course grades fell cleanly into the ranges shown above. Most semesters, however, a handful of letter grades are decided by only a few points. In these difficult cases, I will use the following algorithm:

1. A course grade is considered "borderline" if it is within three points of the next higher letter. For example, 87, 68 and 79 are borderline course grades, but 81 and 92 are not.

2. For borderline grades, if the grade on the final exam is above the threshold for the higher letter, the higher letter will be given.
3. Otherwise, the lower letter will be given.

Grade Checking: Canvas has a grade book that stores the raw data used to calculate your course grade. It is your responsibility to periodically check that your grades are recorded properly. If you find an error, email me as soon as possible, and I will correct it. **The grade summary on Canvas is not and cannot be made accurate** since Canvas does not allow the implementation of several course policies in the Gradebook. In addition, Canvas excuses grades that are not actually excused. Treat Canvas grades with great suspicion and recalculate them by hand using the rules in this syllabus if you need an accurate calculation.

Late Work: If there are good reasons for missing an assignment deadline (e.g. illness or caretaking responsibilities), assignment deadlines may be delayed or excused.

Backup Copies of Homework and Projects: No deadline extensions will be given as a result of lost files, unless there is a massive, network-wide problem that affects the entire class. It is your responsibility to back up your files appropriately. Dropbox and other cloud services are useful for this, assuming you have reliable internet access. It is wise to save a backup copy of any homework or lab project that is submitted. This backup version should not be opened or edited after submission in case something goes wrong.

Delayed and Excused Assignments: This class has many assignments due. As a result, students often need to ask for a deadline to be extended a few times during the semester. This request is made using a form: https://ousurvey.qualtrics.com/jfe/form/SV_5dJ3V2ulzW4EPNI. The use of this form is required. The form emails me automatically, so there is no reason for you to do it.

Here are some guidelines:

- Most requests that meet the guidelines below will be approved. If the request is not approved, I will email you an explanation.
- It is better to ask for an extended deadline rather than an excused assignment. Doing work is how people learn in this class, and excused assignments can interfere with the learning process.
- When the reason for an excused assignment is poor time management or assignments in other classes, assignments can generally be delayed only a few days (5 at the absolute most). This is because getting behind on assignments tends to make it harder to understand what we are doing in class and leads to difficulties learning new material.
- Once a solution to an assignment has been posted I cannot allow students to submit delayed assignments. I will, however, excuse them. In this case, I strongly recommend that students complete the assignment, even though it cannot be submitted.
- Late homework assignments must be emailed to the instructor, Keerti, for submission.
- Processing these requests is time consuming. As a result, I usually do them in large batches. Do not expect the gradebook to be updated immediately. This is a laborious, hand done process.

Religious Observances: It is University policy to excuse absences that result from religious observances and to reschedule exams and assignment deadlines that fall on religious holidays. Please check the schedule and inform me of conflicts as soon as possible.

Accommodation of Disabilities: The University of Oklahoma and I are both fully committed to providing reasonable accommodations for all students with disabilities. If you require accommodations, you must register with the Accessibility and Disability Resource Center: <https://www.ou.edu/adrc>.

Adjustments for Pregnancy/Childbirth Related Issues: Should you need modifications or adjustments to your course requirements because of pregnancy-related or childbirth-related issues, please contact me as soon as possible. Generally, modifications will be made where medically necessary that are similar in scope to accommodations based on temporary disability. Please see the following site for answers to commonly asked questions: <https://www.ou.edu/eoo/faqs/pregnancy-faqs>.

Title IX Resources: For any concerns regarding gender-based discrimination, sexual harassment, sexual misconduct, stalking, or intimate partner violence, the University offers a variety of resources, including advocates on-call 24/7, counseling services, mutual no-contact orders, scheduling adjustments, and disciplinary sanctions against the perpetrator. Please contact the Sexual Misconduct Office at 405-325-2215 (8 AM–5 PM) or the Sexual Assault Response Team at 405-615-0013 (24/7) to learn more or report an incident.

Children in Class: Currently, the university does not have a formal policy on children in the classroom/laboratory. The policy described here is just a reflection of my own beliefs and commitments to students who are parents.

- All exclusively breastfeeding babies are welcome in class or laboratory whenever necessary.
- For older children and babies, I understand that unforeseen disruptions in childcare often put parents in the position of having to miss class to stay home with a child. While this is not meant to be a long-term childcare solution, occasionally bringing a child to class or lab to cover gaps in care is acceptable. Sick children should not be brought to class or lab. I will excuse grades for in-class work of any type for any parent who needs to stay home with a sick child.
- I ask that all students work with me to create a welcoming environment that is respectful of all forms of diversity, including diversity in parenting status.
- In all cases where babies and children come to class, I ask that you sit close to the door so that if your child needs special attention and is disrupting learning for other students, you may step outside until their need has been met.

Disruptive Electronic Devices: You may use laptops, tablets, cell phones, and other electronic devices in class in ways that enhance your learning. These devices should not be used in ways that distract other students (e.g., playing games, watching videos, or making noise). Your cell

phone should generally be off during class time unless you are using them for class related work or have a good reason to have it on (e.g. family responsibilities).

Academic Integrity Violations: The Student's Guide to Academic Integrity defines academic misconduct as "any act that improperly affects the evaluation of a student's academic performance or achievement," including cheating on exams, improper collaboration on assignments, and plagiarism (<https://www.ou.edu/integrity/students>).

The most common violation in this course is plagiarism, usually on homework and projects. Plagiarism is "an act or instance of using or closely imitating the language and thoughts of another author and the representation of that author's work as one's own" (<https://www.dictionary.com/browse/plagiarism>). When completing assignments in this class, please keep the following in mind:

- Solutions should not be copied from internet sources, including websites and paid professional programmers.
- Do not show, give, or email another student a copy of your work before the submission deadline. Every semester I have multiple students submitting work with another student's name on it. This happens because people who want to cheat are generally too lazy to even read the document they are copying.
- Do not use artificial intelligence systems like ChatGPT to complete your work. Copying from an automated source is also plagiarism, just like copying from a human and for exactly the same reasons. This particular type of plagiarism is particularly easy to catch since the automation will provide answers that are identical and yet partially or completely incorrect to any student using the system. This kind of academic misconduct is especially easy for us to identify.
- The penalties for permitting your work to be copied are usually the same as the penalties for copying someone else's work, since it is not possible to distinguish the person who copied from the person who allowed their work to be copied. If I can determine who created the work, the person copying the work will receive a harsher penalty.

Projects are done in the laboratory with one assigned partner. Sharing your code with this person is not only permitted but required. Sharing code with anyone else can be a violation of academic integrity.

Proper and Improper Collaboration: When you pass this class with a grade of C or better, I am certifying that you are a competent Java programmer. I cannot make this certification without seeing work that you complete on your own. Interactive programming tutors, homework, and examinations should be the work of a single individual, not their friends and not their tutor. It is permissible to talk to other students in the class for help completing or improving your work, however, this help must not interfere with my ability to evaluate the quality and quantity of your understanding of computer programming. To understand this distinction, please review the examples in the table below. This is not a comprehensive list of all the ways in which academic integrity can or cannot be violated.

Situation	Integrity Violation?
Students A and B meet and work on their homework together. Neither student prepared anything in advance.	Yes
Students A and B create drafts of their homework assignment independently and meet to compare answers and discuss their understanding of the material. Each student decides independently whether to make changes that are discussed.	No
Students A and B agree to prepare drafts of their homework assignment independently, but only Student A does. Student A shares his draft with Student B who reviews it and offers suggestions for improvement.	Yes
Students A and B agree that student A will work the even problems and student B will work the odd problems. They share their work.	Yes
Student A has completed a project and is helping student B complete the same project. Student A explains to student B what student B's code does, which is different than what student B thinks the code does. Student B determines how to modify the code independently.	No
Student A has completed a project and is helping student B complete the same project. Student B is having trouble getting one part of the program to work, so student A texts student B three lines of their solution.	Yes
Student A has completed a project and is helping student B complete the same project. Student B is having difficulty getting the program to work, so student A tells student B exactly what to type for several lines.	Yes
Student A has completed a project and is helping student B complete the same project. Student B is having difficulty getting the program to work, so student A suggests that student B use a specific debugging strategy (e.g., "Print out the contents of the variable").	No
Student A has completed a project and is helping student B complete the same project. Student A shows student B an example program in the online textbook that will be helpful in figuring out the solution to the problem.	No
Students A and B work on a project together. After they have finished it, student A takes the code and modifies it so the programs do not appear to be identical.*	Yes
Student A uses ChatGPT to complete an assignment.	Yes

*Be aware that I can detect these changes.

Chegg and Other Online Tutoring Sources: There are a wide variety of tutoring resources available through paid websites. Many of these sites have students upload assignments and solutions and surreptitiously provide these documents to other students. What appears to be a session with a tutor may be, behind the scenes, the tutor doing a search of their company database of solutions to share. By using these sites you risk being charged with academic misconduct, either by supplying other students with answers they did not author or by receiving someone else’s answer that you did not author. Since these companies are not open with students about their practices, you cannot know whether a tutor is providing meaningful support (for example, identifying misunderstandings of content and explaining them like our teaching assistants would) or simply feeding you someone else’s solution. The tutor’s actions can result in different students submitting answers that are identical, which may be flagged as academic misconduct during grading, especially when the solution is incorrect (which it often is since their so called tutors often lack sufficient expertise to do their jobs well). See the table below for specific examples. **There is no way to use these sites without risking being charged, and even committing, academic misconduct at this time.** These sites can cooperate with the OU Office of Academic Integrity to identify students who are using their services to commit academic misconduct.

Scenario	May Be Charged With Academic Misconduct?	Guilty of Academic Misconduct
You use the website to receive help. During the process, the assignment and all or part of your solution are stored on a company computer. The assignment or solution are subsequently delivered by the company to another student that you do not know.	Yes	No, but you’re going to have to prove it since two students with identical solutions is usually considered good evidence of academic misconduct, especially if the solution is not correct.
You use the website to receive help. The assignment has already been uploaded, and your tutor provides you with a solution. You submit all or part of this solution as your work.	Yes	Yes, and you may not even be aware that the tutor was working from someone else’s solution.

Academic Integrity Process: Upon the first documented occurrence of academic misconduct, I will report the violation to the Office of Academic Integrity Programs. If you are found guilty by this process, the penalty can be a failing grade in the class and being suspended from college for a semester. If you have committed academic misconduct previously, the sanctions can be more severe, including expulsion from OU. The grade sanction that I usually request for

academic misconduct on a single assignment is a zero on the assignment. The grade sanction that I usually request for a student accused of cheating on an examination is an F in the course. The procedure to be followed is documented in the University of Oklahoma Academic Misconduct Code. If I elect to admonish you, the appeals process is described here: <https://www.ou.edu/integrity/students>. The highest penalty for an admonition is a zero on the assignment.

Tutors and Academic Integrity: Before you hire a private tutor, please take advantage of the many people who support this class. (See the list of TA and tutoring hours on Canvas). These people are trained to tutor properly. Private tutors can be a source of support if you are struggling in the class, but only if the tutor is aware of the distinction between teaching you the material so that you can do your own work and completing assignments for you. Tutors who simply complete your assignments are not only failing to help you learn, they are committing academic misconduct. Each of the situations listed above in the table of collaboration scenarios applies when student A is a tutor.

Mental Health Support Services: If you are experiencing any mental health issues that are impacting your academic performance, counseling is available at the University Counseling Center (UCC). The Center is located on the second floor of the Goddard Health Center, at 620 Elm Rm. 201, Norman, OK 73019. To schedule an appointment call (405) 325-2911. For more information please visit <http://www.ou.edu/ucc>.

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