

Programming Logic - Beginning

Syllabus

About your instructor

<i>Name</i>	Herb Kronholm
<i>E-mail Address</i>	herb.kronholm@mstc.edu
<i>Campus</i>	Wisconsin Rapids
<i>Office</i>	A223a
<i>Address</i>	500 32nd Street North
<i>City/State/Zip</i>	Wisconsin Rapids, WI 54494
<i>Office Phone</i>	715-422-5357

About this class

<i>Beginning Date</i>	8/22/2011
<i>Number of Weeks</i>	17

Course Description

This course will introduce students to fundamental computer programming logic and terminology. Students utilize the concepts of control structures, pseudocode, and modularization in solving problems. The students will then use these tools to program in a current programming language.

Textbooks

1. Tony Gaddis & Kip Irvine. *Starting out with Visual Basic 2010*. Edition: 5th. Publisher: Addison Wesley. Year: 2011. ISBN: 978-0-13-611340-9. Pages: 868. Price: \$100. Required. Comments: The book can be used for two semesters of study (Prog Logic Beginning and Intermediate) so the cost is more reasonable.
2. Lesley Anne Robertson. *Simple Program Design A Step-by-Step Approach*. Edition: 5th. Publisher: Course Technology. Year: 2007. ISBN: 978-1-4239-0132-7. Pages: 350. Price: \$120. Required

Supplies

USB Storage Drive. Manufacturer: any. Price: \$10. Source: any. Not Required

Core abilities this course will help you build

- Act with integrity
- Communicate effectively
- Demonstrate effective critical and creative thinking
- Demonstrate global and social awareness

Competencies this course will help you master

1. Demonstrate the ability to use a software development environment for developing, maintaining and debugging applications
2. Demonstrate the ability to create the design deliverables
3. Demonstrate the ability to create test data for a computer program and test completed programs against that data

4. Design Graphical User Interface(GUI) layouts using basic Windows controls (following Windows guidelines)
5. Create input and output GUI forms
6. Design and write applications using sequence control structure
7. Design and write applications using selection control (IF-THEN-ELSE and Case) structure
8. Validate user inputs
9. Design and write applications using repetition control (Do and FOR loops) structure
10. Identify your own personal personality strengths and weaknesses with the ability to choose the best computer related career path for your own characteristics and the ability to understand others who are not like you.

How your performance will be graded

Grading details

Your final grade will determined from the following components:

Check offs	15%
Exercises	15%
Programs	20%
Quizzes	5%
Tests	45%

Grading scale

A	96% - 100%
A-	92% - 95%
B+	88% - 91%

B	84% - 87%
B-	80% - 83%
C+	77% - 79%
C	75% - 76%
C-	73% - 74%
D+	72%
D	71%
D-	70%
F	Below 70%

How to succeed in this course

Academic Integrity

The Mid-State Technical College Board, administration, faculty, and staff believe that academic honesty and integrity are fundamental to the mission of higher education. All students are expected to maintain and promote the highest standards of personal honesty and professional integrity. These standards apply to all examinations, assigned work, and projects. Therefore, a student who is found to have been dishonest, fraudulent, or deceptive in the completion of work or is willing to help others to be so or who is found to have plagiarized (presented the work of others as his or her own) is subject to disciplinary action up to and including suspension.

ADA Statement

If you know you have a recognized disability, or suspect that you might have one, it is your responsibility to identify yourself as soon as possible to the Disability Services staff in Student Services. Course standards will not be lowered but various kinds of accommodations are available to you. Adequate and reasonable time will be required to develop and provide appropriate accommodations so contact Disability Services as soon as possible. It is MSTC's goal to assist you in your individual educational plan.

Attendance Policy

Students must attend class regularly and actively participate in all class activities. Attendance will be taken. An absence is defined as being absent, tardy, or doing non-class work during class (i.e. game playing, Facebook or texting). If you are not in class, you will miss important information, thereby affecting your grade. Class lectures will not be repeated and it is your responsibility to make up any missed work. If you have unexcused absences that equal a week's worth of class, I will refer you to Student Services. If you have two weeks of unexcused absences, you may be dropped from class.

Core Abilities

In addition to specific job-related training, MSTC has identified a set of core abilities which are transferable and go beyond the content of a specific course. The college supports the following skills for all graduates of MSTC:

Act with Integrity

Communicate Effectively

Demonstrate Effective Critical and Creative Thinking

Demonstrate Global Social Awareness

In the professional world, your performance in the above core abilities is expected from the very first day of employment. Should you fail to succeed in any of these areas, it is difficult to regain your reputation.

Referrals

Referrals to MSTC's Student Services may be made for inappropriate classroom conduct (including cheating), lack of academic progress or excessive absences. Disciplinary action, including being dropped from the course, will be taken for conduct issues.

Tutors

If you find that you are having trouble with this course and need to rely too heavily on

other students for help, consider asking for a tutor. Tutors are paid to help you learn the material so that you can be successful in this class. Please see me if you want a tutor. Don't wait until it's too late.

Student Assignments/Responsibilities

Participation in class lecture/discussion is encouraged and expected. Please ask questions! Class meetings will consist of lecture and lab. Reading from the textbook will be assigned for the upcoming class meetings.

You will receive Exercise assignments in preparation for programs and exams. You may receive Check-off assignments throughout the course. This work is graded on a check off basis. You must meet the minimum standards specified on the assignment sheet in order for the item to be checked off.

Programs will be assigned routinely throughout the semester. Programs will only be accepted if they compile and run. They must also meet the specifications for the assignment (including design documentation). Failure to meet the due date will also result in a late penalty.

Any assignment is late if its not turned in at the beginning of class on the assignment due date. Late assignments turned in the same day they are due will result in a additional 10% deduction in points. Any other late assignments (turned in after the due date) will only be worth a maximum of 75%. Any assignment which is more that 1 week late will only be worth 0%. All assignments and programs must be submitted within 1 week of the due date.

If you are asked to resubmit a programming assignment, the maximum grade on the resubmitted work is 75% and it must be turned in within 1 week of the due date.

You may be asked to demonstrate and explain one or more of your programs to me. These presentations will be random and will be designed to ensure that you have a thorough understanding of the program concepts that you are using in your programs. The grade you receive on the program that you submitted will be determined by your understanding of the concepts and functions you have used in your program. If you do not demonstrate a thorough understanding of your program, you will be required to demonstrate and explain the next programming assignment that you turn in.

Tests/Quizzes

There will be several tests given throughout the semester. Exams must be taken on the day they are scheduled. If you know you will miss an exam, let me know so we can make arrangements. A day late exam will be assigned a 50% as a grade. Two days late the exam will be assigned a 25% as the grade. Three days late the exam will be assigned a 0% as the grade.

If you earn less than 70% on an exam, the exam can be retaken. The grade on the retake will be no higher than 70%. In order for you to take a retake, you must turn in an NQA on the retake. There is no retake for the final exam. All retakes must be finished by three school days after the test is handed back to the class.

If you fail to maintain a 70% average on your tests, you will receive a 0% for the test component of your grade.

Early exams, late exams or retakes may or may not be the same exam that the class takes on test day.

Anyone caught cheating on exams will receive an 'F' for the class and be dropped from the class.

At various times throughout the semester, your instructor will give an unannounced quiz over the assigned reading material. If your quiz grade falls below 70%, you will receive a 0% for the quiz component of your grade. The quizzes can not be made up or retaken.

NQA

You will be expected to complete all assignments, quizzes and exams on the scheduled dates. However, attached is one "No Questions Asked" (NQA) coupon.

If you are handing in a late assignment, taking a test late, retake a test, you must staple an NQA to it. The assignment/exam will then be graded as if it were handed in on time. One NQA must be attached to the assignment/exam for each class (not Calendar) day that it is late.

If lost, the NQA will not be replaced. You will receive bonus points if you return the coupon(s) at the end of the semester.