CS 1141 - Introduction to Programming in C#
Section 1
Spring Semester 2013

Course Information

Instructor  Steve Holtz
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Phone  726-7664
Office  Heller Hall 319
Office Hours  Monday through Thursday from 4:00 to 5:15 PM
Teaching Assistants  Section 2  Web: Mihir Atmakuri  Email: atmak001@d.umn.edu

Lecture
Section 1 - 3:00 to 3:50 PM on Tuesday and Thursday in MWAH 175

Lab
Section 2 - 3:00 to 3:50 PM on Wednesday in MWAH 177

Course Prerequisite(s)

None.

Course Description

Introduction to programming in the C# (read "C sharp") programming language. C# is a simple, object-oriented programming language based on C++. This course will cover data representation, operators, expressions, control structures, arrays and programming with C#. Requires implementation of significant programming projects.

Liberal Education

Introduction to Programming in C# satisfies a Liberal Education requirement of Logic & Quantitative Reasoning which will develop students' logic and/or quantitative reasoning skills and enable them to apply these skills to a variety of everyday situations.

Course Objectives

To give you a basic programmer's toolbox, while having fun developing solutions to interesting problems in the C# language. You will begin by learning elements of procedural and object-oriented programming. Then, we will learn to create graphic user interface (GUI) based applications using the Microsoft .NET (pronounced "Dot net") framework.

Policies

Exams
- Exams are closed book, closed calculator, and closed notes.
- No make-up exams will be given without the prior consent of the instructor.
- Computer Science department policy requires at least 70% of the points in this course to come from examinations.

Final Exam
- The two hour final exam is cumulative.
- It is departmental policy not to return final exams.
Lectures

- You cannot use the lecture notes from this class in any way you choose. See UMD's Appropriate Use of Class Notes Policy at http://www.d.umn.edu/vcaa/ClassNotesAppropriateUseof.html.

Grading

<table>
<thead>
<tr>
<th>What</th>
<th>Weight</th>
<th>Date</th>
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<tbody>
<tr>
<td>Midterm 1</td>
<td>22.5</td>
<td>Tuesday, February 19th, 3:00 to 3:50 PM</td>
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<tr>
<td>Midterm 2</td>
<td>22.5</td>
<td>Tuesday, April 2nd, 3:00 to 3:50 PM</td>
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<td>Final Exam</td>
<td>25</td>
<td>Wednesday, May 15th, 4:00 to 5:55 PM</td>
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<tr>
<td>Labs (10)</td>
<td>30</td>
<td>See Course Schedule</td>
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<tr>
<td><strong>Total Weight</strong></td>
<td><strong>100</strong></td>
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To calculate your current Total Weight, use the following worksheet:

<table>
<thead>
<tr>
<th>Actual Scores (AS)</th>
<th>Running Total of Actual Scores (RAS)</th>
<th>Maximum Points per Assignment (MP)</th>
<th>Running Total of Maximum Points (RMP)</th>
<th>Section Percentage</th>
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<tbody>
<tr>
<td>Lab 1</td>
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<tr>
<td>Final</td>
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Calculate the Section Percentage for each row by dividing the appropriate column totals indicated by the equation in this column. For example, assuming that in the lab row we have the RAS column showing a total sum of 78 and the RMP column showing a total sum of 90, then to calculate the L Section Percentage, we have $L = \frac{RAS}{RMP} = \frac{78}{90} = 0.867$.

Plug the results in the last column into the expression below and solve for TotalWeight.

$$TotalWeight = L \times 30 + M1 \times 22.5 + M2 \times 22.5 + F \times 25$$

You can also use the Grade Estimator. This tool is available from the course website.

Final grades are based on your TotalWeight with:

- A- cutoff at 90
- B- cutoff at 80
- C- cutoff at 70
- D cutoff at 60
- F is below 60
These cutoffs may be lowered, but they will not be raised.

Scores will be posted using the eGradebook system: [http://www.d.umn.edu/egradebook/](http://www.d.umn.edu/egradebook/).

### Syllabus or Schedule Revision
The instructor reserves the right to make changes to the course syllabus or schedule at any time. Revisions will be posted on the course Web site and announced during lecture.

### Course Material
You are responsible for reading assigned reading material and for obtaining any material covered in lecture and lab, including:
- lecture notes
- assignments and handouts
- turning in lab assignments
- viewing films (if any)

### Missed Class Sessions
If you are unable to attend a class meeting (lecture or lab), it is your responsibility to obtain any notes, assignments, and extra copies of handouts from a fellow student.

If you must miss a class meeting where an assignment must be turned in, you should either:
- turn in the assignment early.
- prearrange the absence with the instructor.


### Academic Dishonesty
All assignments in this course will involve individual work. Submissions that are overly similar could result in the involved individuals to called into the instructor's office and possible plagiarism charges imposed. The repercussions resulting from these charges will vary on a per-case basis and can be turned over to the University as a charge of academic dishonesty.

Academic dishonesty tarnishes UMD's reputation and discredits the accomplishments of students. UMD is committed to providing students every possible opportunity to grow in mind and spirit. This pledge can only be redeemed in an environment of trust, honesty, and fairness. As a result, academic dishonesty is regarded as a serious offense by all members of the academic community. In keeping with this ideal, this course will adhere to UMD's Student Academic Integrity Policy, which can be found at [http://www.d.umn.edu/vcaa/StudentAcademicIntegrity.html](http://www.d.umn.edu/vcaa/StudentAcademicIntegrity.html). This policy sanctions students engaging in academic dishonesty with penalties up to and including expulsion from the university for repeat offenders.

### Student Conduct
The instructor will enforce and students are expected to follow the University's Student Conduct Code ([http://www.d.umn.edu/conduct/code/](http://www.d.umn.edu/conduct/code/)). Appropriate classroom conduct promotes an environment of academic achievement and integrity. Disruptive classroom behavior that substantially or repeatedly interrupts either the instructor's ability to teach, or student learning, is prohibited. Disruptive behavior includes inappropriate use of technology in the classroom. Examples include ringing cell phones, text-messaging, watching videos, playing computer games, doing email, or surfing the Internet on your computer instead of note-taking or other instructor-sanctioned activities.

### Assignments
- Attend all lecture and lab sessions.
- Do your own work on all assignments.
- Do not ask or answer code related questions of your fellow students. When you and a fellow student work in this way it is likely that you'll produce overly similar code and you increase the likelihood that you'll get called in on a possible plagiarism violation.
- Start all programming-related assignments early so you have ample time to resolve any difficulties.
• NEVER place any of your work on a Web server. Even in a "secret" directory for "just" a couple of minutes.
• You should expect to put 9 hours per week (on average) into this course [3 hours of your time for each credit hour]. This includes attending two hours of lecture and one hour of lab each week. So, you should expect to spend 6 hours per week working on course-related material outside of the formally scheduled course time.

Help
If you need help with a project, start with:
1. course materials, such as text, notes, and previous assignments.
2. the TA on duty in HH 314 or MWAH 177.
3. your own TA during their office hours.
4. the instructor during office hours.

When e-mailing for assistance with a problem, you must include:
• the course ("cs1141") in the subject of your e-mail.
• ALL of your source code in your e-mail (attachments work well).

Submissions
All assignment submissions during this course must be done in hard copy (printed) form. This will be outlined at the end of each assignment write-up.
• Submission can be made (in order of preference):
  1. to your teaching assistant at the beginning of class on the due date.
  2. in the class drop box in MWAH 177 before due date.
  3. to your instructor before or after lecture before due date.

Late Work
Late work will be handled in the following manner: Assignments
• turned before the beginning of class session on the due date - full credit.
• turned in any later time on the due date or the next day - 25% deduction.
• after one day late - zero points.

Word of wisdom: Start programming your solution to an assignment early!

The instructor's consent is mandatory for extensions to assignment due dates. Do NOT approach your teaching assistant to obtain a due date extension.

Assignment Points
In order to earn points, each assignment must exceed a threshold of 40% of available points.

Equal Opportunity
The University of Minnesota is committed to the policy that all persons shall have equal access to its programs, facilities, and employment without regard to race, color, creed, religion, national origin, sex, age, marital status, disability, public assistance status, veteran status, or sexual orientation. As your instructor, I am committed to upholding University of Minnesota's equal opportunity policy. I encourage you to talk to me in private about any concerns you have related to equal opportunity in the classroom. To inquire further about the University's policy on equal opportunity, contact the Office of Equal Opportunity at http://www.d.umn.edu/equaloo/, 255 DAdB, phone: 726-6827, email: equaloo@d.umn.edu.

Students with Disabilities
It is the policy and practice of the University of Minnesota Duluth to create inclusive learning environments for all students, including students with disabilities. If there are aspects of this course that result in barriers to your inclusion or your ability to meet course requirements - such as time limited exams, inaccessible web content, or the use of non-captioned videos - please notify the instructor as soon as possible. You are also encouraged to contact the Office of Disability Resources (DR) to discuss and arrange reasonable accommodations. Please call 218-726-6130 or visit the DR website at http://www.d.umn.edu/access/ for more information.