CS 101: **Introduction to Computer Science**   Ken Culp

Prerequisite: None

Required materials:
- Web Design Principles, by Ken Culp. ISBN: 978-1-935715-07-8. The text is accompanied by an online site that includes the source to all examples in the text plus additional examples. That site is **http://mathsql.nmu.edu/htmlbook**.
- **Class Website: http://mathsql.nmu.edu/CS101**. This site has links to online tutorials, textbook information, downloadable text editors, HTML validation, and standards. The first online tutorial site, **http://www.w3schools.com**, will be used extensively and assignments made from there. The tutorials have a "Try if now" function where you can practice what you learn.
- An NMU Laptop with text editor software installed. For details on editors, see the Choosing an Editor referenced on class site.

Course Goals / Outcomes
Upon completion of this class, students know how to create quality content web pages and web sites using XHTML (which includes CSS). Also students should know how to add basic interactivity and simple computations to a web page using the JavaScript language.
Additional details are available in the Outcomes Assessment document referenced on the class site.

This course satisfies the Formal Communication Studies requirement. This course is designed to introduce students to the ways in which information and ideas are expressed using a communication system other than English. Such courses should foster the student's ability to conceptualize and communicate in an orderly, rational manner. Characteristics of a communication system include: 1) possession of a grammar; 2) operation from an established set of rules; 3) reasoning properties such as deduction, inference drawing and problem solving. This includes courses in languages and those in which the central focus of the course is on statistics, computers or formal logic.

Attendance: Attendance is required and will be checked daily. You are responsible for keeping up with assignments. **Documentation will be required for excused absences.** Use e-mail to advise me when you know in advance that you will miss class.

Assignments: Homework will be assigned frequently and should be completed on time if you expect to make a reasonable grade in the course. Most of these assignments will be graded in class during a lab time or uploaded to the class web site. Note that some of the assignments are larger assignments, counting more points (see grading system below).

Quizzes: Quizzes may be given (up to 10), normally at the **start** of every class period. If you are late, you receive a zero! Each quiz is worth 10 points and will usually consist of writing a short HTML program, a cascading style sheet, or a segment of Java Script. These quizzes will be a simple application of material assigned from the online sites or from class notes. If you have an excused absence on the day of a quiz, the quiz will not count towards your grade in either direction. Your grade will be based on a total number of points that does not include the quiz. If you cannot work the homework, come see me before class (see below) or work in groups.

Exams: There will be two 100-point exams after each major section of material. Tests cover online material, homework, and concepts discussed in class. No test scores will be dropped. You must take tests and quizzes at their scheduled times. No make-up is possible for any exam unless you notify me **before** test time. A documented excuse is necessary in order to take a make-up test. Grades on quizzes and tests are not "curved." The exams cover material in the sequence shown below.

Exam 1:   **Computer and internet history (chapter 1 of** Web Site Development**)**
- ❖ **Practice Exam:** http://mathsql.nmu.edu/Support/NewContacts/EvalPage.aspx?ueid=69

Exam 2:   **HTML and Cascading Style Sheets (run the tutorials listed below)**
   Chapters 2 through 4. If any of this is not be ready, it this will be covered in class.
   http://www.w3schools.com/html/default.asp topics:
      Introduction, Get Started, Basic, Elements, Attributes, Headings, Paragraphs, Formatting (Text Formatting only), Styles, Links including Mail, Images (skip Image Map items), Tables, Lists, (skip remaining items under Basic HTML).
   http://www.w3schools.com/css/default.asp topics:
      Introduction, Syntax, How To, Text (Color, Background Color, Align Text, Indent), Font (Font, Size, Style, Bold), List, Table. Check out the following for examples for HTML and CSS:
      http://www.w3schools.com/html/html_examples.asp
      http://www.w3schools.com/css/css_examples.asp
- ❖ **Practice Exam:** http://mathsql.nmu.edu/Support/NewContacts/EvalPage.aspx?ueid=39

Exam 3:   **JavaScript.** This exam will serve as the final and will be given on the scheduled final exam date.
   Chapter 5 through 8. Some of this material may not be covered depending upon our schedule.
   http://www.w3schools.com/js/default.asp topics:
      Introduction, How To, Where To, Statements, Variables, Operators (except %, +=, -=, *=, /=, ++, and --), Popup boxes, If…Else, For Loop, While Loop, Events
   http://www.w3schools.com/css/default.asp topic: Forms
- ❖ **Practice Exam:** http://mathsql.nmu.edu/Support/NewContacts/EvalPage.aspx?ueid=40

Plagiarism: Plagiarism is the submission of someone else's work as your own. It applies just as strongly when the work is to be written in a computer language as when it is written in a human language. All of the work you submit must be entirely your own; all of it. Your friends may not write code for you, nor may your classmates, nor tutors, nor professors. You may not use code found in books or online. All of your code must come from you. Academic fraud is very serious and will be dealt with according to NMU policy. Working together is a good thing but do not share code; share concepts and techniques but write your own code.

Class participation: As noted above, if you want to succeed in this class, you need to do the work, attend class, and participate in class discussions. I will know those that are really trying and those that are not and it can affect your grade. If you are having trouble, I want you to ask for help and ask questions in class. The only stupid question is the one you failed to ask and then missed a problem on a quiz or test! If you are uncomfortable asking questions in class, send me an email.

How to get a good grade: Be willing to make the effort to do all assignments! You are paying a substantial sum of money to take this class so you might as well get the most out of it. Any job worth doing is worth doing well. If you do your best and ask for help when you are in trouble, I will guarantee that you will pass the class. Specifically, if you are trying and doing the work, I will commit to providing you whatever extra help is needed; but you have to ask.
    Also, really trying hard counts in your favor as noted below in the grading system (attitude). Truly, the more work you put in, the better grade you will make and the better prepared you will be for the final.

How to study: Once you have done the required assignments, study them carefully. You cannot prepare for an exam by simply looking at your homework. The only way to guarantee that you can reproduce the required HTML, CSS, and JavaScript is to start with a blank screen and no notes and do the assignment again. Repeat this process until you are creating the required code effortlessly and without errors. Do NOT arrive at a major test knowing that there is something you cannot do that has been assigned. Ask for help!
    Once you understand the basic methodology for solving the assignments, place yourself into a simulated exam environment to verify and cement your learning. Copy a sampling of projects of each type that will be on an exam to a blank piece of paper, close all your notes and books and previous work (nothing but a calculator) and work the projects. Alternately, write complex web pages and scripts; get outside the box and experiment. The more you write, the easier the exams and the final.

Approximate Grading System (there may be more or less quizzes or assignments)**:**

Short homework assignments (about 5)	50 points
5 quizzes (10 points each)	50 points
History of computers and the internet	50 points
HTML Resume	50 points
HTML/CSS Exam	100 points
JavaScript Order Form	50 points
JavaScript Exam (counts as final)	100 points
Instructor Evaluation (mostly attendance but some attitude/effort)	50 points
Approximate Total:	500 points

To pass the course you will need to take three tests and do two projects!

Contact Information:

Email	kculp@nmu.edu
Phone:	227-1841

Extra Help:
Office Hours (NSF 1005) are Monday through Thursday from noon to 1:45pm. However, the only way to guarantee that I will be there is let me know that you are coming.

Students with Disabilities: If you have a need for disability-related accommodations or services, please inform the Coordinator of Disability Services in the Dean of Students Office at 2001 C. B. Hedgcock Building (227-1700). Reasonable and effective accommodations and services will be provided to students if requests are made in a timely manner, with appropriate documentation, in accordance with federal, state, and University guidelines.

Final Commitment: You and I are a team in this class with the same objective – for you to learn the material and to receive a passing grade in the class. However we must work together as a team. Your job on our team effort is to give all assignments your very best effort AND ask for help when needed. My job is to insure that you learn the material. Do you part as noted above and I commit that you will pass.
    However, don't take my commitment as meaning you can pass with minimum effort; it won't happen. You are responsible for you and no one else. If you do not succeed, you can blame no one but yourself. Therefore, make a commitment to yourself at this very moment that this class is worth passing and that you will give it your best effort! Together, as a team, you can expect an A!