Class Meetings @ GCB 205
Section A1:  
Mon, Wed, Fri 10:00 am - 11:00am

Section B1:  
Mon, Wed, Fri 11:00 am - 12:00pm

Lab Meetings @ EMA 304:
A2 Thu 11:00am - 12:00pm
A3 Thu 1:00pm - 2:00pm
A4 Thu 3:00pm - 4:00pm
B2 Thu 12:00pm - 1:00pm
B3 Thu 2:00pm - 3:00pm
B4 Thu 4:00pm - 5:00pm

Aaron Stevens, Instructor
azs@bu.edu.
Always include “CS101” in the subject.

Office hours @ PSY 228B:
Mon 4-5pm; Wed 2-3pm; Fri 8:30-9:30am;
and by appointment

Teaching Fellows

Sarah Zatko, sarahlz@cs.bu.edu
Tutoring Hours: Mon 3-4pm; Tue 12-2pm

Chong Wang, wangch@cs.bu.edu
Tutoring Hours: Tue 7-9pm; Fri 4-5pm

Tutoring hours held at undergraduate CS lab, EMA 302.

Course Description

CS101 is an introduction to computers and computing, and will address questions including:

- What is a computer? How does a computer work?
- How does a finite machine represent information from an infinite world?
- How do we organize problems such that they can be solved using computer techniques?
- What is computer programming? How are computer programs created?
- What are algorithms, and how do we measure algorithms efficiency?
- How do computer networks work? What is the Internet?
- How do web applications work? What about Google? Facebook? YouTube?
- How do computer games work? How does one create a computer game?

To answer these questions, CS101 will survey a selection of fundamental concepts in computer science, and provide a very basic introduction to building web pages in HTML and programming in Python.

Books

Coursepack:
7 chapters taken from A Balanced Introduction to Computer Science by David Reed.

Online book:
How to think like a computer scientist: learning with Python, 2nd edition by Jeffrey Elkner et. al.
http://openbookproject.net/thinkCSpy/

Other online readings and tutorials will be posted to the schedule page.
Software

For the applied parts of the course, we will be experimenting with the following software. All of these are available in the CS undergrad computer lab (EMA 302):

- Dreamweaver is a web development tool.
- Photoshop is a image editing/development tool.
- Flash is an animation development tool.
- Python is a programming language, which is available for Linux, Windows, and Macintosh computers (among others) version 2.6.1, which you can download for free online.

Grading

The following percentages are tentative and may be changed at my discretion at any time:

<table>
<thead>
<tr>
<th>Component</th>
<th>Percentage</th>
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</thead>
<tbody>
<tr>
<td>Attendance, participation, 2-minute quizzes*</td>
<td>10%</td>
</tr>
<tr>
<td>Required lab activities (attendance and submission)</td>
<td>10%</td>
</tr>
<tr>
<td>Homework Assignments (about 14)</td>
<td>30% **</td>
</tr>
<tr>
<td>Scheduled Quizzes (6)</td>
<td>25% **</td>
</tr>
<tr>
<td>Final Exam (written)</td>
<td>25%</td>
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* 2-minute quizzes are occasional, unannounced, single-question quizzes that will be given sporadically throughout the semester. Points will be awarded for attendance and answering the question correctly. For labs, points will be awarded for attendance as well as submitting your work done during the lab.
** At my discretion, the lowest one homework score, and the lowest one quiz score, will be dropped.

Withdrawing from the Course

If you feel that you want to drop or withdraw from the class, please come talk to me about it as early as possible; I want to help you succeed, but you need to ask for help.

The last day to drop a class (without a “W” grade) is Thursday, February 19, 2009.
The last date to withdraw and receive a “W” grade is Monday, March 30, 2009.
Policies and Miscellaneous

The official administrative business of this class will be conducted by email. Grade questions/disputes, explanation of absence, etc. will be processed via email so that we both have a written record of what was agreed.

Attendance and discussion/asking questions are expected and will be reflected in your grade. If you must be absent, please email me in advance to let me know why you won’t be in class, and to let me know what you will do to keep up with the assignments.

CS101 is not a correspondence course. Inadequate attendance is sufficient grounds for a grade of F.

Lab attendance and submission of the lab work is required. Please attend your scheduled lab section. Lab work is not “graded” like a homework assignment, but rather it is checked for submission time/location for attendance purposes and for completion. Late lab work will be accepted within 4 days, but only for completion credit (not attendance).

Assignments are due on the date stated on the homework assignment (to be posted on web).
• Assignments received within 0-24 hours of the deadline will be accepted with a 10% penalty.
• Assignments received within 24-48 hours of the deadline will be accepted with a 20% penalty.
• Assignments received more than 48 hours past the deadline will not be accepted or graded.

There will be no make-up quizzes or exams. If you have to miss a quiz for a medical reason or other extreme circumstances, you must inform me in advance; it will count as your “lowest one quiz score to be dropped.” If you miss more than 1 quiz, you will receive a 0 for each missed quiz.

No special make-up work will be accepted after the end of the semester. Don’t even ask. In the event of a documented major medical problem, a grade of Incomplete will be given pending the submission of complete work. However, make up work “to improve one’s grade” will not be accepted.

It is the student’s responsibility to retain all papers, quizzes, and exams that have been graded and returned. Should these original documents not be available in the event of a grade dispute, I will need to defer to the own records.

Grades are not negotiable. Don’t even ask – just do the work and you’ll get the grade you deserve. Of course, please bring any clerical grading errors to my attention by email and I will gladly fix them.
Plagiarism, Collaboration, and Collusion

All CS101 homework assignments are independent work.

It is the student’s responsibility to know and understand the provisions of the CAS Academic Conduct Code, copies of which are available in room CAS 105.

In addition to the definition of plagiarism in the CAS Academic Conduct Code, with respect to CS101, plagiarism is specifically defined to include (but is not limited to) the following:

• collaboration on the solutions/code you write
• copying any part of someone else’s assignment/program, even if you have permission and/or have modified the code
• sharing or giving your assignment/code or even a subset of your assignment/code to another student to review
• reviewing another student’s solution (including from past semesters)

It is my policy to use automatic plagiarism detection software, and suspicious similarities will be uncovered. I am required by Boston University and the College of Arts and Sciences to refer cases of academic misconduct to the Dean’s Office. The University takes acts of cheating and plagiarism very seriously; first time violators are routinely suspended for a semester.

What is acceptable cooperation?
Cooperation is recommended in understanding programming concepts and system features. You are encouraged to discuss the labs, the homework problem statements and expected output, and to seek and receive help with HTML, Photoshop, Flash, the Python programming language, any other software tools we use.

However, each student must write his or her own solution/code and other deliverables independently.