CS100 INTRODUCTION TO COMPUTERS AND PROGRAMMING

Pre-requisite: MA-010, or satisfactory score on the Mathematics Placement Test

Hours /Credits: 2 Class hours, 1 Lab hours (3 Credits)

Course Description: A brief survey of topics in computer science including: hardware components, software applications and the use of computers in society and an introduction to computer programming using a high level language.

General Education Objectives:
Students will use analytical reasoning to identify issues or problems and evaluate evidence in order to make informed decisions, reason quantitatively and mathematically as required in their fields of interest and in everyday life, use information management and technology skills effectively for academic research and lifelong learning, and integrate knowledge and skills in their program of study.

Course Objectives/ Expected Student Learning Outcomes:
- Students will investigate the impact of technology on social issues and evaluate different perspectives on the role technology plays in society.
- Students will identify and apply fundamental concepts of computers science such as programming language, networking and computer security to logic and mathematics.
- Students will learn about the role played by digital technology in work productivity, job quality, labor market, education, e-commerce as well as the use of the world-wide-web towards analyzing and solving problems.
- Students will be introduced to some of the challenges of applying intellectual property laws to software as well as the relation between computer security and personal privacy issues.
- Students will investigate computer crimes, security issues facing computer users, administrators, and law enforcement officials, together with the potential impact that digital technology has on warfare and terrorism.
- Students will have hands-on experience with the creation of Web pages using HTML, CSS and JavaScript.


Methods by which student learning will be evaluated:
The general guidelines for assessing grades are as follows:
- Examinations: 45%
- Laboratory Assignments: 25%
- Final Examination: 30%

The grade distribution may be changed at the discretion of the individual instructor.
**Required conduct:**
Any type of food or beverage in the computer lab is forbidden. Talking and other disruptive behaviors are not permitted while classes are in session. Be polite and respectful towards others, your instructor and other students.

**Academic Integrity:**
Academic honesty is taken extremely seriously and is expected of all students. All assignments must be the original work of the student (and partners or group, if applicable). The instructor has the authority to adjust the offender’s grades as deemed appropriate, including assigning an F to the assignment or exercise or, in more serious cases, an F to the student for the entire course." (Taken from the QCC Academic Integrity Policy – 2/14/2005)

The college has an academic integrity policy and program. Students should be aware of the academic integrity policy as described in the Queensborough Community College Catalog and provided here:
http://www.qcc.cuny.edu/Governance/AcademicSenate/COAI/Docs/Academic_Integrity_Document.pdf

**Accommodations for Students with Disabilities:**
As stated in the current QCC catalog, any student who needs specific accommodations based upon the impact of a disability should register with the office of Services for Students with Disabilities (SSD) to be eligible for accommodations, which are determined on an individual basis. The SSD office is located in the Science Building, room S132, phone (718-631-6257). Students should also contact the instructor privately to discuss their specific needs.

**Topics**
- Exploring our Digital Planet & Software Basics
- Networking, Digital Communication & The Evolving Internet
- Computer Security & E-Commerce, E-Business
- Review & Exam 1

- Introduction to the Internet and the World Wide Web
- HTML Basics
- Configuring Color and Text with CSS
- Visual Elements and Graphics
- Review & Exam 2

- JavaScript Programming Basics
- Building Blocks: Variables and Operators
- Making Decisions: Selection Structure
- Forms and Form Controls
- Review & Exam 3
- Review & Final Exam

The approximate hours per chapter are guidelines and are at the discretion of the instructor. The instructor is responsible for making assignments and scheduling examinations.

**Fall 2017**
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[Math CS100]