

# SI204: Introduction to Programming

## Course Policy

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### Contact Information

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### Learning Objectives

1. Solve problems using the procedural programming paradigm.
2. Design, develop, debug, and document computer programs using structured programming techniques.
3. Select and implement the most appropriate data structure for a solution and justify your selection.

### Course Web Page

<http://www.usna.edu/Users/cs/taylor/courses/si204/>

The course website will be used to post course homework assignments, supplemental notes, project assignments, and other items of interest to the students. Students are responsible for the information posted on the course web page, whether or not it is mentioned in class. Check it often.

### Text

There are no required texts for this course. *Problem Solving with C++*, 8th Edition, is a great book that you can buy on your own if you learn well from a book.

### Extra Instruction

Both your instructors and your MGSP leaders are dedicated to providing EI. The MGSP schedule will be publicized; instructors are available by appointment, by email, and often by random drop-ins.

### Food/Beverages

You are welcome to bring your beverages with a lid into class and the lab. No other beverages or food are allowed.

### Laptops

Unless specifically directed to do so, you will not be using your laptops in class.

### Grading Policy

**Homework:** There will be near-daily homework assignments posted on the course webpage. Because it is on the webpage, you are responsible for the homework whether or not it is mentioned in class. They are due at class time on the due date. These assignments can be completed collaboratively.

**Labs:** Labs are assigned weekly, and will be due at class time on the due date (generally one week later). Labs may be completed collaboratively.

**Projects:** There will be several programming projects. No collaboration or (unless explicitly stated) online assistance is allowed on these projects. You may discuss the project with a friend for the sole purpose of understanding what the instructions are asking you to do, but this conversation may never touch on how to complete the project. Otherwise, all conversation regarding the project must be with your instructor or MGSP leaders. Unless explicitly stated, no online or external resources are allowed, unless cleared with me first.

**Exams:** There will be two midterms and a comprehensive final. Should an alternative time for the exam be needed, inform the instructor at least one week in advance.

**Late Work:** Homework and labs *WILL NOT* be accepted late unless a prior arrangement has been made with the instructor. Projects may be submitted late, with the following subtractive penalties (1 minute late=1 day late):

- 1 day 15%
- 2 days 40%
- 3 days no credit

**Letter Grades:** Many assignments will be given a letter grade, rather than an explicit numerical grade. These grades map in the following ways:

- A+ 100%
- A 95%
- A- 92%
- B+ 88%
- B 85%
- B- 82%
- C+ 78%
- C 75%
- C- 72%
- D+ 68%
- D 65%
- D- 62%

**Absences:** You are responsible for obtaining any material missed due to an absence. You must ensure your work is submitted on time regardless of other commitments, i.e. duty, sick call, MO, eye surgery, etc. Should bona fide emergencies arise, it is your responsibility to notify the instructor within a reasonable time period and negotiate an extension as appropriate.

**Course Grade:** The breakdown of the final course grade will be:

- 30% Final Exam -
- 20% Mid-term Exams (2)
- 30% Programming Projects (3)
- 20% Homework/Labs/Other

## Academic Integrity

Students are expected to understand and abide by the Brigade Honor Concept.

**Collaboration:** Collaboration is allowed on homework and labs. **ALL COLLABORATION MUST BE DOCUMENTED.** For this course, collaboration is defined as “two or more people working together to develop an approach to a problem and overcoming obstacles that present themselves.” Note this is different from “writing code together,” or “one midshipman guiding another towards a solution.” After collaboration, participants should go off and do their own coding.

If not all participants are contributing, or a midshipman’s code is on display, you are not collaborating, and EI is likely more appropriate than continuing to work together. The only allowed exception to the “no code” rule is you may help each other with small-scale debugging, which results in only a few changed lines of code. Copying part of a classmate’s code, in any way, is clearly prohibited.

When discussing concepts (“I don’t understand how an array works”), this policy doesn’t apply; discuss whatever you want, however you want. When the conversation is as related to a solution to an assignment, make sure you’re collaborating.

Note that for projects, no collaboration of any kind is allowed.

Evidence indicating a violation of this policy on academic integrity will result, at minimum, in a 0 on the assignment, and will likely be forwarded to the Brigade Honor Staff as violation of the Brigade Honor Concept.

You will take a Blackboard quiz on honor - you may take it as many times as necessary, but until you receive a 100 on the quiz, you have an F in the course.

Submitted,  
Asst. Prof. Gavin Taylor

Approved,  
CDR Mike Bilzor

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Course Coordinator

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Department Chair