

**San José State University**  
**Computer Engineering**  
**CmpE101, Programming Concepts and Problem Solving,**  
**Section 2, Fall 2009**

<b>Instructor:</b>	Dr. Michael Robinson
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<b>Office Hours:</b>	M 1:30-3:20, TR 1:30-2:50 (furlough days excepted)
<b>Class Days/Time:</b>	W 1500-1550
<b>Classroom:</b>	Eng. 338
<b>Prerequisites:</b>	CmpE 46 with a grade of C or better.

**Faculty Web Page**

[www.engr.sjsu.edu/mrobins/](http://www.engr.sjsu.edu/mrobins/)

**Course Description**

Demonstrate and develop skills and proficiency in solving programming problems. Well-prepared students should consider the credit by examination option for this course.

**Course Goals and Student Learning Objectives**

1. To learn to identify, formulate and solve software-related problems with C++.
2. To learn to write C++ programs to meet the needs of project assignments.
3. To learn to use Visual C++ to develop and test software programs.

The content and depth of topics taught is based, in part, on an instructor assessment of areas and topics of CmpE46 that need to be emphasized to CmpE101 students.

**Course Content Learning Outcomes**

Upon successful completion of this course, students will be able to:

- Identify, formulate and solve software-related problems with C++.
- Write C++ programs to meet the needs of project assignments.
- Use Visual C++ to develop and test software programs.

## Required Texts/Readings

### Textbook

The class does not have an assigned text. You should make use of the text you used when you took CmpE46 (or equivalent). Otherwise we will use the on-line tutorial available at <http://www.cplusplus.com/doc/tutorial/>.

### Other equipment / material requirements (optional)

Students are expected to have their own laptop computer and C++ compiler. Students may also use the department UNIX systems if they wish.

## Classroom Protocol

Please be considerate of your fellow students and minimize distractions during the lecture.

## Dropping and Adding

Students are responsible for understanding the policies and procedures about add/drops, academic renewal, etc. [Information on add/drops are available at http://info.sjsu.edu/web-dbgen/narr/soc-fall/rec-298.html](http://info.sjsu.edu/web-dbgen/narr/soc-fall/rec-298.html). [Information about late drop is available at http://www.sjsu.edu/sac/advising/latedrops/policy/](http://www.sjsu.edu/sac/advising/latedrops/policy/). Students should be aware of the current deadlines and penalties for adding and dropping classes.

## Assignments and Grading Policy

Programming projects are required in order to complete this course, and neatness, timeliness, and completeness are essential. They are NOT group projects, and students should turn in their own projects in order to receive grades.

In order to receive credit for a programming project you must demonstrate correct functioning by supplying an executable file, and also turn in a complete, properly documented source code. No credit is given without the source code. Instructions for submitting assignments will be given with the assignment. Submissions that do not pass a virus check will not be accepted.

Programming projects may also have required written components, as specified in the assignment specification.

Programming projects will be posted on the class webpage.

There will be one midterm examination and a comprehensive final examination.

The grading percentages will be approximately as follows. Any category may be changed by  $\pm 10\%$  at the discretion of the instructor.

Programming Projects	25%
Midterm Exam	25%
Final Exam	50%
<b>Total</b>	<b>100%</b>

- **Note 1:** No makeup exams will be given. If you must miss an exam for reasons beyond your control, speak to me first. Do not ask after the exam. Absence from a scheduled exam will result in a grade of zero unless prior documented and compelling reasons are submitted to the instructor.
- **Note 2:** Final scores are evaluated with respect to your peers, although absolute standards will be imposed as well.

## University Policies

### Academic integrity

Students should know that the University's [Academic Integrity Policy is available at http://www.sa.sjsu.edu/download/judicial\\_affairs/Academic\\_Integrity\\_Policy\\_S07-2.pdf](http://www.sa.sjsu.edu/download/judicial_affairs/Academic_Integrity_Policy_S07-2.pdf). Your own commitment to learning, as evidenced by your enrollment at San Jose State University and the University's integrity policy, require you to be honest in all your academic course work. Faculty members are required to report all infractions to the office of Student Conduct and Ethical Development. The website for [Student Conduct and Ethical Development is available at http://www.sa.sjsu.edu/judicial\\_affairs/index.html](http://www.sa.sjsu.edu/judicial_affairs/index.html).

Instances of academic dishonesty will not be tolerated. Cheating on exams or plagiarism (presenting the work of another as your own, or the use of another person's ideas without giving proper credit) will result in a failing grade and sanctions by the University. For this class, all assignments are to be completed by the individual student unless otherwise specified. If you would like to include in your assignment any material you have submitted, or plan to submit for another class, please note that SJSU's Academic Policy F06-1 requires approval of instructors.

### Campus Policy in Compliance with the American Disabilities Act

If you need course adaptations or accommodations because of a disability, or if you need to make special arrangements in case the building must be evacuated, please make an appointment with me as soon as possible, or see me during office hours. Presidential Directive 97-03 requires that students with disabilities requesting accommodations must register with the DRC (Disability Resource Center) to establish a record of their disability.

## **CmpE101, Programming Concepts and Problem Solving, Fall 2009 Course Schedule**

The schedule is subject to change with fair notice given on the course webpage. Because the class will be designed to meet the needs of the students enrolled, topics covered may vary from those given below.

<b>Week</b>	<b>Date</b>	<b>Topics, Readings, Assignments, Deadlines</b>
1	26 Aug.	Registration
2	2 Sep.	Structured programming in C++
3	9	Structured programming in C++
4	16	Structured programming in C++
5	23	Structured programming in C++
6	30	Structured programming in C++
7	7 Oct.	Structured programming in C++
8	14	<b>Midterm</b>
9	21	Object-oriented programming in C++
10	28	Object-oriented programming in C++
11	4 Nov.	Object-oriented programming in C++
	11	<i>No class, Veterans' Day</i>
12	18	Object-oriented programming in C++
13	25	<i>No class, furlough day</i>
14	2 Dec.	Object-oriented programming in C++
Final Exam	16	Eng. 338, 1215-1430