

Introduction to Computer Science I  
Course Information

Instructor : Richard Bernatz  
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Office Hours : TTh 8:30 - 9:30; MWF: 1:30-2:30

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Note: I **do** check my email regularly. I do **NOT** check my phone messages regularly.

## Content

We'll be using the book *How to Think Like a Computer Scientist: Interactive Edition*, An Open Source textbook project led by Brad Miller at Luther College. It is available on <http://interactivepython.org> and linked through the course web site <http://faculty.luther.edu/~bernatzr/Courses/CS150/index.html>.

## Goals

- Develop problem-solving skills as they relate to computer science and programming
- Introduction to a powerful high level programming language (Python)
- Introduce principles of Object Oriented Programming (OOP)
- Appreciate the levels of abstraction inherent within computer science
- Look at a wide variety of problems that illustrate the many facets of computer science

## Assignments

- **Check Your Understanding** (CYU) questions, integrated within the electronic textbook, will be assigned for many sections covered during the semester.
- One or more coding exercises will be included with most assignments.
- A semester project will be due near the end of the semester.

## Exams

There will be a written examination at the completion of each unit. The final exam will be comprehensive.

- Each exam will be administered in accordance with the Luther College Honor Code.
- Make a reasonable effort to contact me before an exam is given if you feel you have a valid reason for not taking the exam at its regularly scheduled time. Expect a significant penalty if you miss an exam without a valid excuse.
- Backpacks, book bags, cell phones, etc. must be left at the front of the classroom during exams.

## Term Grades

The following (tentative) percentages will be used to determine the term grade for each student:

Assignments	20%
Lab Quizzes	15%
Unit Exams	40%
Project	05%
Final Exam	20%