Comp 110: Introduction to Algorithms and Programming  
Comp 110L: Introduction to Algorithms and Programming Lab  

California State University, Northridge  
Spring 2012

Instructor: Ani Nahapetian  
Instructor Email: ani@csun.edu  
Instructor Webpage: www.csun.edu/~ani  
Instructor Office: JD 4423

Lecture Time: MoWe 8:00 AM – 9:15 AM  
Lecture Room: JD 3508  
Lab Time: MoWe 9:30 AM – 10:45 AM  
Lab Room: JD 2210  
Lecture Ticket Number: 14512  
Lab Ticket Number: 14513  
Office Hours: MoWe 1:45-2:45 PM, or by appointment  
Course Webpage: www.csun.edu/~ani/courses/comp110

Prerequisites: A grade of C or better in Math 102, 103, 104, 105, 150A, or 255A or equivalent. Comp 110 and Comp 110L must be taken concurrently.


Course Objectives: By the end of this course, successful students will be able to carry out structured programming (with branching and looping statements) and object-oriented design and programming (with classes and methods). Also, students will be able to design, implement, debug, and test small-scale computer programs, by applying computational problem solving skills. These objectives are consistent with the Computer Science Department's Comp 110/L Student Learning Objectives.

Requirements: To pass this course, you must meet the following requirements:  
Exams: There will be TWO midterm exams (Wednesday, February 8, 8:00 AM -9:15 AM and Wednesday, March 28, 8:00 AM -9:15 AM), ONE lab final exam (Wednesday, May 9, 8:00 AM -10:45 AM), and ONE written final exam (Monday, May 14, 8:00 AM – 10:00 AM). Exams will cover all course material. No make-up exams will be given.  
Projects: EIGHT individual programming projects will be scheduled throughout the semester, which students will need to successfully complete. Projects must be submitted using Moodle (http://moodle.csun.edu/). No late projects will be accepted.  
Laboratory: Students are expected to attend laboratory sections, where they will design, implement, debug, and test assigned Java programs related to the course material in a laboratory setting.
**Grading:** The following weights will be applied to calculate your final score:

- Midterm exam I: 10%
- Midterm exam II: 15%
- Programming projects: 35%
- Lab final exam: 10%
- Final exam: 30%

The score will be mapped to your course one-letter grade as follows: 90 – 100% (A-, A); 80 – 89% (B-, B, B+); 70 – 79% (C or C+); 65 – 69% (C-); 60-64% (D); Below 60% (F).

Course grades will be posted on Moodle (http://moodle.csun.edu/).

**Course Reading and General Topics:** Students are responsible to read chapters related to the lecture topics in the course text, as listed below.

- Chapter 1: Introduction to Programming
- Chapter 2: Elementary Programming
- Chapter 3: Selections
- Chapter 4: Loops
- Chapter 5: Methods
- Chapter 6, 7: Arrays
- Chapter 8: Objects and Classes
- Chapter 9: Strings and Text IO
- Chapter 10: Thinking in Objects
- Chapter 11: Inheritance and Polymorphism

**Academic Integrity:** Students are expected to read and abide by the University's Academic Honesty statement printed in the current catalog. Academic dishonesty will result in a zero on the assignment and can result in class failure.