CSC1043 / EGR1043
Introduction to Programming
Fall 2025
3 units

Point Loma Nazarene University
College of Natural and Social Sciences
Math, Information, and Computer Sciences

PLNU Mission
Point Loma Nazarene University exists to provide higher education in a vital Christian community where minds are engaged and challenged, character is modeled and formed, and service is an expression of faith. Being of Wesleyan heritage, we strive to be a learning community where grace is foundational, truth is pursued, and holiness is a way of life.

Instructors:
> Dr. Benjamin Mood
> bmood@pointloma.edu
> Rohr Science 216

Meeting Times and Locations:

Location: Taylor 312

Lecture Times:
> M – 10:55am to 12:40pm
> M – 1:30pm to 3:15pm

Lab Times:
> W – 10:55am to 1:25pm
> W – 1:30pm to 4:00pm

Final Times:
> **Written:**
> > **W – Dec 10 from 10:55am to 1:25pm**
> > **W – Dec 10 from 1:30pm to 4:00pm**
> **Programming:**
> > **Finals time slot during finals week.**

Office Hours:
> M – 9:30am – 10:45am
> T – 9:30am – 10:45am, 1:00pm – 3:00pm
> W – 8:30am – 9:45am
> R - 9:30am – 10:45am, 1:00pm – 2:30pm
> F – 11:00am – 12:00pm

Books:
> Java Illuminated 6th edition. By Julie Anderson and Herve Franceschi

Course Description:

Introduces the syntax of a high level programming language with emphasis on the programming environment and the use of the constructs of the language to write simple application programs. Topics include data types, sequential, conditional, and iterative statements, one and multi-dimensional arrays, simple graphical animation, the use of objects, and I/O. Programming assignments get progressively more complex and designed to demonstrate the use of computing in a variety of disciplines including the natural sciences. Lecture two hours and laboratory two hours each week.

More specifically, this course is designed:

- To introduce students to general computer programming concepts and environments. Specifically, we will be using the Java language, with the jGrasp integrated design environment. Students will develop programs from algorithm design to testing.

- To present the syntax of the object-oriented computer programming language Java, and to prepare the student to write simple programs in preparation for more advanced computer science courses. This course covers basic data types and associated operations, use and theory of objects, graphics, conditional statements, arrays, and loops. Students will gain experience writing programs for many contexts including science, business, engineering, and mathematics.

Learning Outcomes:

Students will be able to write correct and robust software.
Students will analyze the interaction between hardware and software.
Students will be able to apply their technical knowledge to solve problems.
Students will collaborate effectively in teams.
Students will be able to understand and create arguments supported by quantitative evidence, and they can clearly communicate those arguments in a variety of formats.

Department Mission:

The Mathematical, Information, and Computer Sciences department at Point Loma Nazarene University is committed to maintaining a curriculum that provides its students with the tools to be productive, the passion to continue learning, and Christian perspectives to provide a basis for making sound value judgments.

Additional Course Information:

> **Organization:**
> > Lecture: There will be a formal presentation introducing you to the material that you will read about and on which you will have your next lab. Student versions of the lecture slides can

be obtained from Canvas. Written exams will also take place during these sessions.

Homework: Each week, after an introductory lecture, students will be responsible for reading a section of the text and taking online quizzes. All quizzes must be completed by the canvas deadline. Note that they will not even be available after that. While there is no make-up for quizzes not taken by the deadline, your 3 lowest on-line quizzes will be dropped.

Lab sessions:

Labs (programming assignments) are assigned on Wednesday 10:55am and due by the following Wednesday at 10:30am. You will turn in the code and any written questions on Canvas. To receive full credit on your lab, you must also get it checked by a lab assistant or the professor and have them note their approval on Canvas. Your code must be checked and turned in by the due time.

It is required that you remain in the lab until the end of the session, or you complete any classwork and get your lab signed off. Failure to remain in the lab session will likely result in points off from your lab for that week.

Note that no late labs are accepted, but also that I will drop your lowest lab grade.

Opportunities for getting code checked:

Virus lab hours
Class lab hours
Office hours

To receive full credit on a lab, your lab must:

Be original work (a grade of 0 may be awarded if the code of two or more people is too similar).
Be well-documented (comments in the code)
Be well-formatted (indentation and white space)
Use meaningful identifiers
Follow requested style where indicated (certain type of loop, data structure, etc.)
Work correctly for all test cases run by the lab assistant or professor.

Virus lab (help hours to be held in RS 395 this year):

Lab assistants will be available in the Rohr Science lab (RS 395) to help with programs and to approve programs. The schedule will be posted on the door of the lab and announced in class. If the lab is crowded with people needing help or getting labs checked off, the lab assistant may limit the help given to 5 minutes before moving on to another person. This is most likely to happen if you are attending a virus lab session that is close to the time when a program is due. Please take this into account when making your plans. Lab assistants are not allowed to start checking the lab of another person after their scheduled time has ended.

For other opportunities to work together, the virus lab is available. That is located in RS 225.

A-Advice:

The way to excel in this class and all other computer science classes is to read the book if you don't understand something, learn to debug well, learn to solve your own code problems, go to office hours, and go to virus lab hours if you have questions. In the future, you will hit a 'wall' if you do not understand the concepts yourself and rely too heavily on lab assistants, classmates, or Dr. Mood.

It is typical for people to help each other in this class. However, depending on how you help each other, it is entirely possible that you will end up hurting each other's grades on the exams because on the exams you are are on your own. It is normal to see scores of 100% on the labs and then F's programming exams due to this reason.

Cheating:

Unless otherwise noted, talking and working with fellow students to understand concepts is OK. However, copying code from another student (or giving your code to another student) is not acceptable and will result in a 0. Although sharing code with a friend seems "nice", the penalty applies to all involved. Do not share your code with anymore. Using AI to do part (or all) of the work that is turned in is considered cheating.

Missed Classes:

Homework/Quizzes/Exams missed due to PLNU excused absences (i.e., sports teams, choirs, etc), can be made up. Missed Quizzes/Exams/etc. due to emergencies can be made up once the dean of students informs Dr. Mood that PLNU has approved the reason. Non-emergency missed exams will result in a zero. It is the student's responsibility to inform the professor of when they will be gone. Missed class activities, which are due to a non-dean of students approved-emergency situation, will result in a zero.

Office Hours:

A small part of the grade for this class is based on whether you come to office hours at least once each calendar month to discuss course content.

Grading:

Students must achieve a written and a programming exam score of 60% in order to pass this class. Students who get < than 60% on both programming exams or < than 60% on both written exams will receive an 'F' in the class regardless of all other grades.

Labs	17.5%
Online Quizzes	2.5%
In class quizzes	7.5%
Written Exam I	17.5%
Programming Exam I	17.5%
Written Exam II	17.5%
Programming Exam II	17.5%
Visit Dr. Mood's office hours at least once each month and chat about course material	2.5%

Grading scale

Percentage	Grade
93 – 100%	A
90 – 92%	A-
87 – 89%	B+
83 – 86%	B
80 – 82%	B-
77 – 79%	C+
73 – 76%	C
70 – 72%	**C- (C- is required for the next CS class)**
67 – 69%	D+
63 – 67%	D
60 – 62%	D-
0 – 59%	F

PLNU Policies

Final Examination Policy

Successful completion of this class requires taking the final examination on its scheduled day. The final examination schedule is posted on the Traditional Undergraduate Records: Final Exam Schedules site. If you find yourself scheduled for three (3) or more final examinations on the same day, you are authorized to contact each professor to arrange a different time for <u>one</u> of those exams. However, unless you have three (3) or more exams on the same day, no requests for alternative final examinations will be granted.

PLNU Academic Accommodations Policy

PLNU is committed to providing equal opportunity for participation in all its programs, services, and activities in accordance with the Americans with Disabilities Act (ADA). Students with disabilities may request course-related accommodations by contacting the Educational Access Center (EAC), located in the Bond Academic Center (EAC@pointloma.edu or 619-849-2533). Once a student's eligibility for an accommodation has been determined, the EAC will work with the student to create an Accommodation Plan (AP) that outlines allowed accommodations. Professors are able to view a student's approved accommodations through Accommodate.

PLNU highly recommends that students speak with their professors during the first two weeks of each semester/term about the implementation of their AP in that particular course. Accommodations are not retroactive so clarifying with the professor at the outset is one of the best ways to promote positive academic outcomes.

Students who need accommodations for a disability should contact the EAC as early as possible (i.e., ideally before the beginning of the semester) to assure appropriate accommodations can be provided. It is the student's responsibility to make the first contact with the EAC. Students cannot assume that because they had accommodations in the past, their eligibility at PLNU is automatic. All determinations

at PLNU must go through the EAC process. This is to protect the privacy of students with disabilities who may not want to disclose this information and are not asking for any accommodations.

LomaBooks Instructions for Students
This course is part of our course material delivery program, **LomaBooks**. *The bookstore will provide each student with a convenient package containing all required physical materials; all digitally delivered materials will be integrated into Canvas.*
You should have received an email from the bookstore confirming the list of materials that will be provided for each of your courses and asking you to select how you would like to receive any printed components (in-store pick up or home delivery). If you have not done so already, please confirm your fulfillment preference so the bookstore can prepare your materials.

For more information about **LomaBooks,** *please go:* HERE

See link to additional policies:

https://docs.google.com/document/d/18i1pUoY0iCfB8w7JKxVvACQW309X-JRB/edit?usp=sharing&ouid=116164865489739533893&rtpof=true&sd=true

<u>Tentative</u> Schedule

Monday Lecture		Wednesday Lab	**Readings for week**
Sept 1 **No Class**		3 Intro + JGrasp Lab	Chapter 1
8 Intro Programming		10 Algorithms + Metrics Lab	Chapter 2
15 Chapter 3: String and Scanner		17 DNA stats Lab	Chapter 3.1 – 3.5, 3.10
22 Objects: Random, Decimal Format, Math, Wrappers		24 BMI Lab	Chapter 3.6 – 3.9, 3.11 – 3.15
29 Intro to Graphics		Oct 1 **Programming Quiz @ beginning of class** Business card	Chapter 4

		lab	
6 Intro to If		8 **Written Quiz @ beginning of lab** If Lab	Chapter 5.1 – 5.6
13 More Conditionals		15 Password Lab	Chapter 5.7 – 5.11
20 **Written Midterm**		22 **Programming Midterm**	**(week 8)**
27 While Loops		29 (Password Lab due this day) While Loop lab	Chapter 6.1 – 6.7
Nov 3 Other loops		5 Loops Lab	Chapter 6.8 – 6.11
10 Arrays		12 Array Lab	Chapter 8.1 – 8.3
17 Searching and Sorting		19 Searching and Sorting Lab	Chapter 8.6
24 Ethics Lab - virtue		26 **Thanksgiving break (No Classes)**	
Dec 1 2D arrays		3 2D array lab	Chapter 9.1 – 9.3
8 Review		**10** **Written Exam II**	
Final		**Programming Exam II** (Wednesday or Friday)	