

Computer Science 101, section 002
Introduction to Computers and Information Processing
Fall 2011

Department of Computer Science and Quantitative Methods
College of Business Administration
Winthrop University

Class Time: Thursdays 9:30am-10:45am
Instructor: R. Stephen Dannelly, PhD
Office: 315 Thurmond
Email: **dannellys@winthrop.edu**
Web Address: **faculty.winthrop.edu/dannellys/csci101**
Office Hours: Mondays and Wednesdays 1:30 to 3:30
 Tuesdays 1:00 to 4:00
 also available by appointment (see instructor's web page for his weekly schedule)

Course Description

The course includes an introduction to computer concepts, using computer systems, computing related ethics, and web authoring. In the laboratory students use microcomputers to learn software packages such as word processing, spreadsheets, database, and a web development system.

Course Credit

Be sure that you are signed up for enough CSCI 101 credit. Most students need 3 hours of CSCI 101 credit for their graduation requirements. The lecture portion of CSCI 101 is worth 1.5 credit hours. The remaining 1.5 credits are earned through completion of three separate 0.5 credit lab courses. These lab courses last five weeks each, allowing a student to take their three 101 labs back-to-back-to-back within a single time slot, i.e. all three at TR 9:30am in one semester. Also, these short courses have their own add and drop dates. For further information, check the 101 Lab FAQ web site:

cba.winthrop.edu/csqm/CSCI101FAQ.htm

Course Prerequisites

- none

Texts

- *Technology in Action, custom edition for Winthrop*, by Evans, Martin, and Poatsy; Pearson/Prentice Hall Inc.
- *SAMS Teach Yourself HTML in 10 Minutes*, by Hayes; SAMS Inc.

Grading Policy

Homework:	20%
Online Quizzes:	15%
Midterm Exam:	30%
Final Exam:	35%

Late homework will lose 10 points for every 12 hours that they are submitted late. Online quizzes must be completed on time.

Final letter grades for the course will be based on the following scale:

A	100 to 90.00
B	89.99 to 80.00
C	79.99 to 70.00
D	69.99 to 60.00
F	59.99 and below

Attendance Policy

Exam material will be based on class lectures and discussions. Not all lecture material will come from the textbook. Hence, it will be **extremely** difficult to successfully complete the course without coming to class. Missing an exam is excused only by documented illness. Students have several days to complete all quizzes; hence those graded activities are not accepted after the due date.

Course Objectives

After completing this course, the student will:

1. *Hardware and Software*

- understand the basic components of a computer in order to make the student a better buyer of technology and a user who accurately understands the limitations and capabilities of computers. Specifically, students will know the use and limitations of the following components:
 - main memory and cache memory
 - various types of external mass storage devices
 - central bus, motherboard, CPU, and IO processors
- understand how data is stored (format and location) and processed inside a computer;
- understand the role and nature of computer software;
- understand the process by which software is created;
- understand the function of operating systems and the differences between common operating systems such as Microsoft Windows and Linux;

2. *Computer Networks and the Internet*

- know the purpose of various essential network devices, such as switches and routers;
- understand the functioning, capabilities, and limitations of computer networks;
- understand the operations performed by web browser software, and what information moves across the World Wide Web and how it is moved;
- know who governs the internet, including web content censorship, and ownership of domain names;
- understand fundamental internet-related public policy issues, such as net neutrality;
- know the steps necessary to create a corporate or personal web site;

3. *Computer Security and Privacy*

- know the basic U.S. laws governing personal privacy and data security,
- understand U.S. laws protecting intellectual property, and understand the internet's impact on digital intellectual property
- understand the basic principles of how harmful applications work and how to protect against them;

4. *Web Page Development*

- have a working knowledge of HTML in order to make the student a better user of web page development applications such as FrontPage. Specifically, each student will be able to create and edit HTML tags for:
 - basic text formatting, such as fonts, colors, and alignment
 - links to internal pages, to external pages, and to image files
 - images inside web pages
 - using tables to control page layout
 - basics of style sheets
- be able to read and understand basic JavaScript;
- understand aspects of a web page that affect usability for different types of users.

COLLEGE OF BUSINESS EXPECTATIONS REGARDING PROFESSIONALISM IN THE CLASSROOM

The College of Business Administration is a professional organization with a well-defined and widely disseminated mission of student development. Accordingly, each class represents a gathering of professionals and professionals-in-training. The instructor's job as a professional is to deliver quality instruction in each class, to start and end each class on time, to be responsive to student perspectives, issues and questions, and to treat each student respectfully. The student's job, as a professional-in-training is to be prepared for class, to be on time, to attend all classes, and to be respectful of others in the classroom.

In accordance with and pursuant to these roles the following guidelines were established to specify to students (both present and prospective) faculty expectations regarding their behaviors

1. **Students will attend all class meetings.** There are no automatically "excused" absences. In the event that you will be unable to attend a class session, you should inform your professor in advance as a matter of professional courtesy just as you would/should with an employer.
2. **Students will arrive in advance of the beginning of the class session.** Late arrivals are disruptive, inconsiderate and unprofessional. Professors may make arrangements for delinquents, but are not obliged to do so. Those not present at the beginning of the classroom period will be considered absent.
3. **Students will not converse among themselves during class except when instructed to do so.** When a student creates a disturbance in the classroom, instructors will either ask the student to desist immediately or speak to the student at the conclusion of class. Repeat offenders will be sanctioned.
4. **Students will not leave class before its conclusion.** Early departures are disruptive, inconsiderate and unprofessional. Professors may make arrangements under some circumstance, but are not obliged to do so. Those not present at the conclusion of the classroom session will be considered absent.
5. **Students will have procured textbook/materials prior to the first class.** Instruction will begin with the first class meeting and consume the remainder of the class period.

STUDENTS WITH DISABILITIES

Winthrop University is dedicated to providing access to education. If you have a disability and require specific accommodations to complete this course, contact the Office of Disability Services (ODS) at 323-3290. Once you have your official notice of accommodations from the ODS, please inform me as early as possible in the semester.

ASSESSMENT DATA

Data from this course are collected and used as part of Winthrop's continuous program assessment. Specifically students will take a short leadership assessment near the beginning of the semester to provide baseline information for use by the BS in Business Administration degree program.

SYLLABUS CHANGE POLICY

The grading and attendance policies for this course, as described above, will not change and are adhered to strictly. The schedule of class meetings, listed below, may change due to unexpected events such as class cancellation due to weather.

GENERAL EDUCATION CREDIT

CSCI 101 Lecture is certified to count as a Technology course under Winthrop's Touchstone program.

Learning Objectives Related to the Technology Component

1. *Information Platforms:* understand how computers work, how hardware components are linked together, and the relationship between hardware and software; know how to use instructions in a technical manual; know how to perform basic computer operations.
2. *Communication:* understand the function of a network; know how, when, and why to use e-mail and the Internet
3. *Presenting verbal and visual information:* use technology to produce documents; use technology to create and deliver presentations.
4. *Data manipulation:* work with programs to enter, manipulate, and query data (for example, using spreadsheets, databases, or similar programs) .
5. *Researching:* Apply research techniques using library resources and the Internet; evaluate information obtained by computer (reliability, validity, ephemerality, timeliness, bias, etc.); recognize plagiarism and understanding 'appropriate use' issues); know how to use Dacus library computer resources.
6. *The Foundations of Technology:* know major events, standards, and terminology that have affected the integration of computers into our world and culture; understand (at least in broad terms) how computing has changed and that it will change in the future
7. *The Impact of Technology on our Lives, Society, and Culture:* understand how computers will affect the ways individuals interact with their world understand ethics issues involving computing; understand issues concerning the interpenetration of computers into all phases of our lives; understand the roles of citizens in an electronic democracy.

Tentative Schedule CSCI 101.002 - Fall 2011

Date	Topic	Primary Reading *
Aug 25	Course Overview, History of Computers	Chapter 2
Sept 1	Computer Guts, Operating Systems	Chapters 3, 7, and 9
Sept 8	The Internet	Ch. 4 (pages 100-103, 110, 123-124, 131-139)
Sept 15	Computer Networks	Chapters 15 and 10 (pages 335-348)
Sept 22	Privacy, Intellectual Property	Chapter 5
Sept 29	Security, Computer Crime	Ch 10 (pages 353-369) , Ch 7 (pages 250-256)
Oct 6	Midterm Exam	
Oct 13	Introduction to Software Development	
Oct 20	Database Fundamentals, E-Commerce	
Oct 27	How the Web Works, HTML Intro	HTML - chapter 1
Nov 3	Formatting Text, Links	HTML - chapter 3 and 4
Nov 10	Lists and Tables	HTML - chapters 6 and 7
Nov 17	Styles, Images, JPG Files	HTML - chapters 5, 8, and 9
Nov 24	Thanksgiving	
Dec 1	Forms, JavaScript, Final Review	HTML - chapters 11 and 14

Wednesday, December 7, 2010 at 8:00am -- Final Exam

* denotes chapter numbers in the Winthrop Custom Edition of *Technology in Action*.

* "HTML" chapters are from the *Sam's Teach Yourself HTML* book.

<u>Custom Chapter</u>	<u>Original Chapter</u>
2	1
3	2
4	3
7	5
9	6
10	7
15	12