

**AGU Department of Computer Engineering
2019-2020 Spring Semester
COMP 101 Art of Computing**

INSTRUCTOR RECORD

Name	Burcu Bakır Güngör
Email	burcu.gungor@agu.edu.tr
Office Phone	B237
Office Hours	TBA

Course Assistant(s)

Name(s)	Fatma Özdemir - Gökhan Göy
Email	fatma.ozdemir@agu.edu.tr - gokhan.goy@agu.edu.tr
Office Phone	COMP. Assist. Room
Office Hours	TBA

COURSE RECORD

Code	COMP 101
Name	Art of Computing
Hour per week	5 (3+2)
Credit	4
ECTS	6
Level/Year	Undergraduate
Semester	Spring
Type	Compulsory
Classroom	
Mode of Delivery	Online (synchronous using Zoom) and (asynchronous using CANVAS)
Prerequisites	
Special Conditions	
Webpage	

Content	The course aims to teach the essentials of computing to students who have little or no background in programming. The students will learn how to write basic computer programs using SNAP and Java. Through a course project the course also aims to develop design skills of the students.
---------	---

Objectives	The course aims to teach the essentials of computer programming to students who have little or no background in programming. The students will learn how to write computer programs using SNAP and Java languages. The course will introduce the fundamental concepts and techniques of programming using the graphical programming language SNAP and the contemporary general purpose programming language Java.
------------	---

Learning Outcomes	<ul style="list-style-type: none">• Learn what a computer programming language and an algorithm is.• Learn how to formulate a problem into an algorithm that can be programmed in a computer.• Learn how to build a script in the SNAP language and write a program in the Java language.
-------------------	---

Teaching Methodology	Both SNAP and Java languages will be taught by giving brief theoretical explanations followed by writing working programs in-class. First, the instructor will explain the topic using presentations. Then, the instructor will solve some simple exercises using SNAP or Java language in-class. Finally, the students will be asked to write programs in-class to solve some given problems.
----------------------	--

**AGU Department of Computer Engineering
2019-2020 Spring Semester
COMP 101 Art of Computing**

Requirements	Expected requirements of the course.
Reading List	<p><i>"SNAP Reference Manual,"</i> Harvey, B. and Mönig, J., "http://snap.berkeley.edu/SnapManual.pdf" <i>"Java How to Program,"</i> Deitel, P. and Deitel, H., 10th Edition, Prentice Hall, 2014.</p>

ASSESSMENT

Evaluation Criteria	Weight (%)
Labs	35%
Homeworks and Projects	30%
Final	35%
	Total 100%

For a detailed description of grading policy and scale, please refer to the website <https://goo.gl/HbPM2y> section 28.

Disclaimer: This syllabus is subject to change at the discretion of the faculty. Students will be notified of such changes ahead of time via email.

ETHICAL RULES AND COURSE POLICY

Course Policies

- For the AGU Make-up policy, please refer to the website <https://goo.gl/HbPM2y> section 26.
- Eating and drinking is permitted unless it offends other students
- English should be used at all times to communicate with one another during instruction hours.
- Please, respect the allotted times provided for breaks.
- Cell phones are allowed but their voices must be turned down. If cellphone usage bothers the instructor or the class, the instructor has the final say on the issue. Consequences include but are not limited to loss of participation points, extra assignments, and/or being asked to leave the classroom.
- Please, bring the required materials, specifically your laptop computers.

Attendance Policy

- Be in the class on time (being late for class is an extreme annoyance to the entire class).
- A minimum of **60% of attendance to LECTURES are NECESSARY** for passing the course. Repeat students are **EXEMPT** from attendance.
- Labs are outside of the regular attendance rules.
- For a detailed description of AGU attendance policy, please refer to the website at <https://goo.gl/HbPM2y> section 25.

Email Policy

When contacting the instructor or the course assistant, please use the Canvas email feature. Only use my sukru.kuran@agu.edu.tr e-mail address if Canvas is not accessible (server down, etc). Include in the subject line the class and section number (COMP101.01, COMP 101.02, etc...). If this information is not included, your email may not be answered. Any announcements or warnings will be send to your AGU e-mail. Therefore it is the responsibility of every student to read his/her AGU e-mails and CANVAS emails regularly. AGU webmail can be accessed through <https://mail.agu.edu.tr>

Cheating & Plagiarism

You are responsible for knowing the University policies on cheating and plagiarism. Not giving credit to a person for their intellectual work and passing it off as your own is stealing.

Specifically:

- 1) Copying or allowing someone to copy your work on an exam, homework, or in class assignment is cheating.
- 2) Copying and pasting material from the web or any other electronic source is plagiarism.
- 3) Copying and turning in the same assignment as someone else, from this class or from another class, is cheating. Unless explicitly told otherwise, you can discuss and problem – solve on homework together but the final product has to be your own – your own way of explaining and organizing your ideas.
- 4) Making superficial changes (minor additions, deletions, word changes, tense changes, etc) to material obtained from another person, the web, a book, magazine, song, etc. and not citing the work, is plagiarism. The idea is the intellectual property, not the specific format in which it appears (e.g., you wouldn't reword Einstein's theory of relativity and imply that relativity was your own idea, would you?)
- 5) If you find material and it is exactly what you are trying to say, or you want to discuss someone's idea, give the person credit and cite it appropriately. Don't overuse citations and quotes: instructors want to know how you think and reason, not how some one else does.

If you have any questions or concerns about whether your behavior could be interpreted as plagiarism, please ask the assistants or me before you submit the work.

For a detailed description of AGU policies, please refer to the website at <https://goo.gl/FjLhzH>

**AGU Department of Computer Engineering
2019-2020 Spring Semester
COMP 101 Art of Computing**

WEEKLY SCHEDULE

W	Date	Topic	Activities/Assignments/ Readings
1		Introduction to Programming and SNAP, Block Concept	
2		Block Types, Variables, Build Your Own Block	
3		Conditional Blocks	
4		Repetition Blocks	
5		Lists	
6		Introduction to Java	
7		BREAK	
8		BREAK	
9		Variables and Basic Operators	
10		Conditional Statements (i.e., If, Else, Switch)	
11		Repetitive Statements (i.e., While, For)	
12		Methods	
13		Arrays	
14		2D and Multidimensional Arrays	
15		Classes and Objects	
16		Final Exam	

*****Exam dates are tentative (it can be altered at the discretion of the instructor)*****