



# Lincoln University

<b>Course Title:</b>	Introduction to Computer Science	<b>Instructor:</b>	Prof. Serge Ruiz
<b>Course No:</b>	CS 10	<b>Phone:</b>	949-232-3323
<b>Units:</b>	3 units (= 45 lecture hours)	<b>E-mail:</b>	sruiz@lincolnuca.edu
<b>Class Hours:</b>	Thursdays, 9:00 am – 11:45 am	<b>Office Hours:</b>	By appointment
<b>Semester:</b>	Spring 2015	<b>Office Number:</b>	Room 402

## REQUIRED MATERIALS

**Textbook:** *Enhanced Discovering Computers, Introductory: Your Interactive Guide to the Digital World*, by Gary Shelly and Misty Vermaat, Course Technology, 2013, ISBN-10: 1133593461

## COURSE DESCRIPTION

An introduction to the principles and concepts of computer science and its applications. Discussions focus on the use of computers in business and personal lives, computer system basics, computer architecture, hardware, systems and applications software, programming languages, software engineering, data communications, information systems, the history of computing and computer's impact on society. Introduction to the Internet and online information sources. Laboratory on use of computer hardware and software.

## LEARNING OBJECTIVES

Students will learn about the latest available computer, networking, and the Internet technologies, practice the use of the Microsoft Windows operating system, business applications in the Microsoft Office 2010 package, and the use of open source software and the Internet applications and resources.

## INSTRUCTIONAL METHODS

Lecture method is used in combination with the practical use of business software and the Internet. The emphasis will be on learning by doing. Every student must participate in an intensive classroom activity. Reading, writing, and computer assignments will be made throughout the course.

## OTHER REQUIREMENTS

All students are required to attend the class. Continuous assessment is emphasized. Written or oral quizzes will be given every week. Students must complete all assignments and take all quizzes, mid-term exam and final exam **ON THE DATES DUE**. Talking in class, using cell phones, coming late, leaving the room at times other than at break time is not allowed. Plagiarism/cheating will result in the grade “F” and a report to the administration.

## ASSIGNMENTS & QUIZZES

Most assignments will be from the textbook. Each assignment is due at the beginning of the following class. You can return your assignments electronically if you desire. Quizzes will take place at the beginning of the course, after collecting assignments and answering questions. Quizzes are designed to last 20 minutes and are based on the material in the assignment.

## TESTING

Classroom activities	every week	10%
Assignments	every week	10%
Quizzes	as scheduled	10%
Mid-term exam	as scheduled	30%
Final exam	as scheduled	40%

There will be no make-up for a missed participation in a classroom activity. No make-up exams will be given unless you have the instructor’s prior approval obtained in person before the exam date, with the exception of an extreme emergency. Late assignments will get no credit or reduced credit. ***Students will not be allowed to use computers or cellular phones during tests.***

## GRADING

Grades will be determined according to the following percentages awarded for completed work:

100-93	92-90	89-87	86-83	82-80	79-77	76-73	72-70	69-67	66-60	59-0
A	A-	B+	B	B-	C+	C	C-	D+	D	F

## OTHER COMMENTS

- Please participate. What you put into the class will determine what you and others get out of it. You will be asked to go to the board to solve exercises.
- Please come on time. Late arrivals disturb everyone else.
- If you miss a class, you are responsible for getting notes/slide printouts on the material covered from a classmate or the instructor.

- To avoid distracting noise in class, cellular phones must be turned off or the ringing mode silenced.
- Questions and comments during the class are welcome. Do not hesitate to ask questions – do not leave anything unclear for you.

## SCHEDULE OF TOPICS

*Please read every chapter of the textbook before you come to class*

Session	Date	Topics	Chapters
1	01/22	Introduction to Computers	1
2	01/29	The Internet and World Wide Web	2
3	02/05	Application Software	3
4	02/12	HTML, CSS, jQuery	
5	02/19	The Components of the System Unit	4
6	02/26	Input	5
7	03/05	Output	6
8	03/12	<b>Midterm Exam</b>	<b>1-6</b>
	<b>03/19</b>	<b>SPRING RECESS</b>	
9	03/26	Storage	7
10	04/02	Operating Systems and Utility Programs	8
11	04/09	Communications and Networks	9
12	04/16	Database Management	10
13	04/23	Computer Security and Safety, Ethics, and Privacy	11
14	04/30	HTML Project	
15	05/07	<b>Final</b>	<b>1-11</b>

## MODIFICATION OF THE SYLLABUS

**This syllabus was updated on December 19, 2014.** The instructor reserves the right to modify this syllabus at any time during the semester. An announcement of any changes will be made in the classroom.