



# Lincoln University

## CS 10 – Introduction to Computer Science COURSE SYLLABUS

Fall, 2024

**Instructor:** Mr. Abhishek Vaidya  
**Lecture Schedule:** Monday, 12:30 PM – 3:15 PM  
**Credits:** 3 units / 45 lecture hours  
**Level:** Introductory (I)  
**Office Hours:** Before and after class, or by appointment  
E-mail: [abhishek@lincolnuca.edu](mailto:abhishek@lincolnuca.edu)

**Textbooks:** Discovering Computers: Digital Technology, Data, and Devices, 1<sup>st</sup> Edition, by Misty Vermaat, Susan Sebok, Steven Freund, Jennifer Campbell, Mark Frydenberg, 2018, ISBN-10: 1-337-28510-2  
(*Previous editions are okay.*)

**Prerequisites:** *None*  
**Last Revision:** August 08, 2024

### 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.

### COURSE OBJECTIVES

Students will be introduced to the principles and concepts of computer science and its applications. Students will learn the use of computers in business and personal lives, which includes computer systems, 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. Part of the course will focus on the introduction to the Internet and online information sources. Students will learn about the latest available computers, 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.

**COURSE LEARNING OUTCOMES**

Upon completion of this course, students will be able to:

1. Understand the concepts of computer system and its applications
  - a. *Assessment Activities: Assignments, classroom participation, case studies, quizzes/exams*
2. Understand professional, ethical, legal, security, and social issues and responsibilities in the online platform
  - a. *Assessment Activities: Assignments, classroom participation, case studies, quizzes/exams*
3. Understand the impact of computing technologies in a societal context
  - a. *Assessment Activities: Assignments, classroom participation, case studies, quizzes/exams*
4. Analyze various use of computing techniques and tools necessary for businesses
  - a. *Assessment Activities: Assignments, classroom participation, case studies, quizzes/exams*

**COURSE LEARNING OUTCOMES<sup>1</sup>**

	<b>Course LO</b>	<b>Program LO</b>	<b>Institutional LO</b>	<b>Assessment Activities</b>
	Understand the concepts of computer system and its applications	PLO 1	ILO 1a, ILO 7a	Assignments, classroom participation, case studies, quizzes/exams
	Understand professional, ethical, legal, security, and social issues and responsibilities in the online platform	PLO 5	ILO 3a, ILO 4a	Assignments, classroom participation, case studies, quizzes/exams
	Understand the impact of computing technologies in a societal context	PLO 4	ILO 1a	Assignments, classroom participation, case studies, quizzes/exams
	Analyze various use of computing techniques and tools necessary for businesses	PLO 4	ILO 1a	Assignments, classroom participation, case studies, quizzes/exams

<sup>1</sup> Detailed description of learning outcomes and information about the assessment procedure are available at the [Learning Outcomes Assessment](#) section of LU website.

## INSTRUCTIONAL METHODS

This is a direct classroom instruction course. Lecture method is used in combination with group discussions, case studies, and outside readings, as assigned. The emphasis will be on learning by doing. Every student must participate in an intensive classroom activity. Reading, writing, and computer assignments will be given throughout the course. There may be group presentations by students on the project assignments during class. Student's classroom activities will be graded by the level of class participation and attendance.

Assignments and projects require students to actively use resources of the library. Detailed guide to business *resources of the library* as well as the description of Lincoln University approach to *information literacy* are available at the [LU Library](http://lincolnuca.libguides.com) website (lincolnuca.libguides.com).

## ATTENDANCE

Students are expected to attend each class session. If you cannot attend a class due to a valid reason, please notify the instructor prior to the class.

## ASSIGNMENTS & QUIZZES

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**. Each assignment is due at the beginning of the following class. You can return your assignments electronically if you desire. Late submission of assignments will be assessed a penalty of 10%. Quizzes are based on the lecture and material in the assignment and will take place at the beginning of the course.

## ASSESSMENT

Attendance and classroom activities	every week	10%
Assignments	every week	10%
Quizzes	as scheduled	10%
Mid-term exam	as scheduled	30%
Final exam	as scheduled	40%
Total		100%

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. **Cheating or plagiarism will result in an "F" grade.**

## 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

## CLASSROOM POLICY

- Students are encouraged to participate in group discussions and class activities.
- Students are required to arrive to class on time.

- If a student misses a class, s/he is 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 be silenced.
- Questions and comments during the class are welcome.

### SCHEDULE OF TOPICS

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

<b>Dates</b>	<b>Topics</b>	<b>Chapters</b>
Aug 26	Introducing Today's Technologies	1
Sept 02	Labor Day (Holiday)	
Sept 09	Connecting and Communicating Online	2
Sep 16	Computers and Mobile Devices	3
Sep 23	Programs and Apps	4
Sep 30	Digital Security	5
Oct 07	Ethics, and Privacy	5 cont.
Oct 14	Computing Components	6
Oct 21	Input and Output	7
<b>Oct 28</b>	<b>Midterm Exam/Project</b>	
Nov 04	Digital Storage	8
Nov 11	Operating Systems	9
Nov 18	Veterans Day Observed (Holiday)	
Nov 25	Communicating Digital Content	10
Dec 02	Building Solutions	11
Dec 09	Working in the Enterprise	12
<b>Dec 16</b>	<b>Finals/Presentation</b>	

### MODIFICATION OF THE SYLLABUS

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.