

Instructor: Boseon Byeon
Class: MWF (Allgood Hall E364, 9:00am – 9:50am)
Lab: MW (Allgood Hall N344, 10:00am – 10:50am)
Office: Allgood Hall N333
Phone: 706 667-4479
Office Hours: MW (3:50pm – 4:30pm), R (10:00am – 12:00pm), appointment
Email: bbyeon@aug.edu

Course Description:

- A rigorous study of the principles of computer programming with emphasis on problem solving methods which result in correct, well-structured programs.
- Other topics: an introduction to data representation, data types, and control structures, functions, and structured data types.

Textbook: C++ How to Program, 6th edition, Deitel

Grading:

- Test 1 (20%) – Last week of September
- Test 2 (20%) – First week of November
- Final (30%) – Monday, Dec 7, 10:00am – 12:00pm
- Assignments (20%)
- Lab (10%)

Scale: A (90-100), B (80-89), C (70-79), D (60-69), F (0-59)

Assignment:

- An assignment will be posted on Pipeline at midnight (12:00am) on Wednesday.
- A student will submit a printed copy of her/his source code in the beginning of the class (9:00am) on the following Wednesday.
- A student will run and explain her/his program in the lab class (10:00am) individually.
- A student cannot discuss with anyone about the assignment.
- Late Submission – 10 points off per day late.

Lab Assignment:

- There will be one lab assignment per week normally.
- If a student shows me the completed lab assignment, she/he will get 1 point.
- A student can discuss the lab assignment with her/his classmates. But she/he cannot copy any classmate's code.
- Late Submission – No late lab assignment.

Policy:

- Make-Up Test – Written pre-approval or medical documentation required.
- The ASU Academic Integrity Policy states that all work submitted by a student be his or her own work. For more information about the policy, check the code of student academic integrity in the ASU catalog.

Course Topics:

1. Introduction to Computer – Ch 1
2. Introduction to C++ – Ch 2
 - Layout, variable, type, identifier, arithmetic, etc
3. Control Statements 1 – Ch 4
 - If statement, etc
4. Control Statements 2 – Ch 5
 - For, do while, switch, break, continue statements, etc
5. Introduction to Class and Object – Ch 3.1, 3.2, 3.3
6. Functions and Recursion – Ch 3.4, 3.5, 3.6, Ch 6
7. Array and Vectors – Ch 7
8. Pointer and String – Ch 8
9. Class – Ch 3.7, 3.8, 3.9, 3.10, Ch 9, Ch 10
10. Class string – Ch 18