LeMoyne-Owen College Division of Computer Science Introduction to Programming, COSI 223 / COSI 123 Fall 2025

Instructor: Valerie Chu, Ph.D.

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Office Hours: MWF 11:00 a.m.-1:00 p.m.

Tues/Thurs 12:15 p.m. to 2:15 p.m.

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Credit Hours: Three Prerequisites: none

Class Meeting: MWF 9:00 to 9:50 a.m., GOH 103

Syllabus

Texts: *Practical Programming, 3/E* by Paul Gries, Jennifer Campbell & Jason Montojo. ISBN: 9781680502688, Publisher: Pragmatic Bookshelf)

Learning Platform Guide

The learning materials about this course are posted on **Dr. Chu's website**. The website's URL is posted on the top section of information about the instructor. You should contact Dr. Chu for a password to get into details of each subject.

The platform to submit your assignments is Canvas. You must be able to sign into Canvas and click on the course, Intro to Micro Computers. You can find your assignments under Syllabus tab.

***Note: Please READ ALL STUDENT INSTRUCTIONAL GUIDES in Canvas LMS. All assignments are to be completed, uploaded, and submitted in Canvas.

Course Description:

This is an introductory course in object-oriented programming for the student without previous programming experience. This course focuses on problem solving, modeling, algorithm design, abstraction, with emphasis on the development of working programs and fundamental concepts of programming in the object-oriented paradigm. Topics include primitive data types, control structures, arrays, I/O, objects and classes.

College Graduate Competencies:

The two college graduate competencies (CGC) that are directly addressed in Java How to Program are:

- 1. Think creatively, critically, logically, and analytically using both quantitative and qualitative methods for problem solving.
- 2. Communicate effectively (listen, speak, read, and write) on formal and informal levels:
- 8. Maintain levels of literacy that allow them to understand the impact of science and technology on individuals, society, and the environment.

Student Learning Outcomes: Major Area Course/CORE II

By the end of this course, students should attain the following proficiency at the freshman level:

- SLO #1 Demonstrate an ability to think creatively, critically, logically, and analytically using both quantitative and qualitative methods for solving problems (CGC#1).
- SLO #2 Demonstrate an ability to address problems and communicate solutions clearly. (CGC#2).
- SLO #3 Control a computer through the process of programming which will include defining the problem, planning the solution, coding the program, and testing the program (CGC#8).

Attendance Policy: In accordance with college policy, classroom attendance is required. The following standard will be applied:

- 1. If unexcused absences total 15% of the regularly scheduled class meetings, the instructor has the authority to lower the final grade by one letter.
- 2. If unexcused absences total 20% of the regularly scheduled class meetings, the instructor has the authority to give a failing grade.
- 3. Five classes of tardiness —arrival to class five minutes after class has begun—will equal one unexcused absence.
- 4. Students must attend at least 90% of class the session to be considered present.

ALL STUDENTS MUST ATTEND THE CLASS IN PERSON.

Special Notice on Attendance Policy

The U.S Department of Education policies regarding financial aid have become strict on student attendance. It is therefore essential that LeMoyne-Owen College enforce attendance standards in order not to jeopardize the aid for all students. The following policies and procedures will therefore be enforced beginning in January 2013. Students who do not meet the attendance standards, in line with federal requirements, will not receive refund checks and part of their financial aid award may be returned to the

Department of Education. The "WF" grade will count as an "F" on the transcript for grade point average (GPA) and hours attempted purposes.

Attendance Policy and Procedures

- 1. Students who never attend class ("No Shows") during the first fourteen days of class will be purged from the class roster. There will be no academic penalty or impact on the GPA or hours attempted, but if it reduces the hours of enrollment to part-time status, it may have financial aid implications.
- 2. Students who fail to meet the academic attendance standards and have left a class at the mid-semester mark will receive a grade of "WF." These are students in regular 3 credit hour classes who have 8 unexcused absences in an MWF class and/or 6 unexcused absences in a TTH class and have essentially left the class as of mid-semester. This means that for MWF classes, they have not been in class 4 or more class meetings in a row ending at the report date, and for TTH classes they have missed 3 or more class days in a row, ending at the report date.

Technology Use: LeMoyne-Owen College is committed to enhancing student

learning through the use of a variety of applicable technology. In this course, students will be able to meet each other via

Microsoft Teams, submit assignments via Canvas and be exposed

to Python programming.

AI Use Policy Overview

This policy outlines acceptable AI use in this course while maintaining academic integrity.

Acceptable Uses of AI:

- 1. Research & Learning: Use AI to gather information, summarize research, and explain topics.
- 2. Brainstorming: AI can help generate ideas and understand complex concepts.
- 3. Writing Assistance: Use AI for grammar checks, style editing, and content organization. The final content must be original.

Prohibited Uses of AI:

- 1. Completion: Submitting AI-generated work as your own, including discussion posts and projects, is prohibited.
- 2. Assessments: Using AI to generate answers for quizzes or exams is not allowed.
- 3. Plagiarism: Do not rephrase or paraphrase sources using AI without proper citation. Attribute any AI-generated text appropriately (see my example below).
- 4. Misrepresentation: Presenting AI-generated ideas or analysis as your own is considered academic dishonesty.

Academic Integrity

Adhere to the college's academic dishonesty policy. Misuse of AI tools will result in disciplinary action.

Demeanor: Suitable demeanor, posture and attire are required. For guidelines and the dress code, please refer to the current Student Handbook.

Classroom Policies and Procedures:

The classroom learning experience provides opportunities for faculty and students to engage in interactive exchanges of course content. To facilitate this exchange, the following guidelines are provided:

- 1. Because each class session covers vital material and information, it is important that students arrive on time at each class session.
- In order to enhance students' performance and confidence in acquiring the material, it
 is critical that students come to each class session prepared. This includes bringing to
 class required texts, supplemental materials, and assigned work, which is provided on
 the course outline.
- 3. In order to limit unnecessary distractions which would deter learning, cell phones, multi-media devices, and laptops are required to be used for class purposes only. Silence all other devices.

Faculty reserves the right to apply penalties for noncompliance to either or all the above guidelines.

Assignments, Assessment and Submission Requirements:

Several quizzes, two mid-term tests and a final comprehensive examination will be given. There are **no make-up tests** except for a valid document from a doctor; however, a note from home is not acceptable.

Programming or written assignments will be assigned frequently. It has to be sent through Canvas. Duplication of programming or written assignments will not be permitted. Duplicated programming assignments as well as the original will be assigned a grade of "F". Submission of AI work from Internet is not allowed and not counted.

Policies Related to Students with Disabilities:

If you need course adaptations or accommodations because of a disability, if you have emergency medical information to share, or if you need special arrangements in case the building must be evacuated, please make an appointment with Jean Saulsberry, Dean of Students, as soon as possible at (901) 435-1727 or jean saulsberry@loc.edu

Student Performance Evaluation and Grading Scale:

The course grade will be calculated on the		Grades will be recorded in numerical	
following distribution:		form until the final averages are	
		determined at the end of the sem	nester.
Assignments	20%	Grading Scale will be	
Quizzes	20%	90 to 100	A,
Mid-term Tests	40%	80 to 89	В,
Final Comprehensive Exam	20%	70 to 79	C,
		60 to 69	D,
The final exam score can replace the lowest midterm test if students wish to.		others	F.

LeMoyne-Owen College Graduate Competencies (CGC)

LeMoyne-Owen College graduates should be able to:

- 1. Think creatively, critically, logically, and analytically using both quantitative and qualitative methods for problem solving;
- 2. Communicate effectively (listen, speak, read, and write) on formal and informal levels;
- 3. Distinguish, clarify, and refine personal values for the attainment of richer selfperception and relate those values to the value system of others;
- 4. Appreciate, understand, and know the foundations of the Afrocentric perspective;
- 5. Appreciate, understand, and know the foundations of diverse cultures in the context of a global community;
- 6. Appreciate, understand, now and pursue the principles, methods and subject matter that underlie the major discipline(s);
- 7. Accept social responsibility and provide service to humankind;
- 8. Maintain levels of literacy that allow them to understand the impact of science and technology on individuals, society, and the environment;
- 9. Attain motivational, personal management, interpersonal skills, professional development and research experience, as well as resourcefulness that will form the basis for a career and/or further educational experiences;
- 10. Attain critical skills, frame of reference, and understanding needed to appreciate and discriminate between artistic achievements.

Introduction to Programming Course Outline (tentative)

Weeks	Chapters	Topics	
1	1	What's Programming?	
	2	Hello, Python	
2-3	3	Designing and Using Functions	
4	4	Working with Text	
5-6	5	Making Choices	
7	6	A Modular Approach to Program Organization	
8	Review & Mid-Term Exam		
9	7	Using Methods	
10	8	Storing Collections of Data Using Lists	
11	9	Repeating Code Using Loops	
12	10	Reading and Writing Files	
13	Review & Exam 2		
14	Review for Final Exam		
15	Final Comprehensive Exam		

<u>Instructor reserves the right to add or subtract assignments or assessments.</u>