

**Structured Programming in C++ (Course Number: CSC-121-65)
Fall Semester, 2003
Camden County College (Cherry Hill Campus/Rohrer Building)
Room 101
Meeting Times: Friday, 5:20PM – 8:40PM**

Instructor: Professor Gregory Safko
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Phone Numbers:
Day Secretary: Renee Pollard, 856-227-7200 X 4261
Night Secretary: Anna Fuselli, 856-227-7200 X 4421

Text: Friedman and Koffman: Problem Solving, Abstraction, and Design Using C++
(Third Edition) (required)
Publisher: Prentice Hall
ISBN 0-201-61277-1

Grading: Homework/Classwork: 20%
2 Tests: 15% each = 30%
Projects: 20%
Final Exam: 30%

Letter Grade: A: 90 to 100
B: 80 to < 90
C: 70 to < 80
D: 60 to < 70
F: Below 60

Homework and exam policy:

Most of the homework assignments will be programming assignments. You may get help from classmates on debugging your program or on understanding the features of the programming language, but the design of the program should be your own, and you should type your own program and code, test it, and print it.

Exams will focus on the concepts covered in Friedman and Koffman and the lectures. The final exam will be cumulative but will emphasize material from the second half of the course. In addition, there will be 2 quizzes.

You may bring to the quizzes one 8 1/2 x 11" sheet of paper containing any course information that you find useful. (I suggest including notes on points of the language syntax that you find hard to remember.) The quizzes will be closed book otherwise.

The mid-term and final exams will be closed book.

Grade points will be deducted for late homework at the rate of 25 points per day (this is much better than a policy where no late work will be accepted). Homework that runs more than a page must be stapled together, with your name on each page.

I do not accept extra credit work to improve grades.

Life happens, and you may have to miss a class when I am administering an exam. If you miss an exam, the burden is on you to schedule a mutually convenient make-up time. In fairness to others, however, the make-up exams are more challenging.

Classroom policy:

With the exception of “baby beepers” or EMT beepers, the use of cell phone, pagers, and beepers are not permitted in the classroom. This also includes alarm watches.

The classroom is an area of learning. It is not an area where your friends and children hang out while you attend class. If you are bringing friends or children along because of circumstances beyond your control (carpooling, etc.) please have them wait for you in the lobby areas while you attend class.

No food or drinks of any type are permitted in the classroom.

Prerequisites:

None, but it helps to have some familiarity with the Windows 95/98 operating system for the programming portions of the course – how to use editors, how to print files, and how to do basic file management (copying files, creating directories, and so on).

Course Topics:

Structured Programming in C++ is comprised of both lecture time and lab time (programming). You will write, compile and run structured procedural (i.e. non-Object Oriented) programs that will demonstrate a mastery of the basic concepts of the C++ language (operators, data types, pointers, arrays, etc.)

Important Dates:

Check out the academic calendar at www.camdencc.edu/programs_courses/academic_calendar.htm

Attendance Policy:

All students are expected to attend all classes. This includes arriving late and leaving early. Due to the accelerated nature of this course, it is extremely difficult to catch up on missed material. More than 3 latenesses or absences will affect your grade. In any case, please extend the courtesy to me and let me know if you will be absent or late.

Other important information:

Camden County College’s Emergency Closing Number is 559 for the daytime, 2559 for the nighttime.

Approximate Schedule (As of August 29, 2003):

Please do each reading assignment before that evening's class.

- Class 1 Introduction & Syllabus
 Computer Science and Programming: An Overview
 An Overview of C++
 First Programs
 Data Types
 Escape Sequences
 Standard workspaces
 Readings: Chapter 1 & 2
- Class 2: Math operations in C++
 Programming Logic
 Readings: Chapter 3 & 4
- Class 3 Programming Errors
 Top-Down Design
 Functions
 Classes
 Decision and Control Structures and Statements
 Boolean Operators
 The `for` structure
 The `switch` structure
 The `do/while` structure
 The `break` and `continue` statement
 Readings: Chapter 5
- Class 4: Repetitions and Loop Control Structures
 Readings: 6
- Class 5 Lecture (tentative)
 Test 1
 Readings: TBA
- Class 6: Modular Programming (Part 1 of 2)
 Readings: None
- Class 7: Modular Programming (Part 2 of 2)
 Readings: Chapter 7
- Class 8: Data Types
 Readings: Chapter 8
- Class 9: Input and Output Files (Part 1 of 2)
 Streams and Files
 Readings: TBA

- Class 10: Lecture (tentative)
Test 2
Readings: TBA
- Class 11: Input and Output Files (Part 2 of 2)
Readings: Chapter 8 & 9
- Class 12: Special Topics (if time permits)
Readings: Chapter 9 (Only the sections on Arrays)
- Class 13: Special Topics (if time permits)
Readings: TBA
- Class 14: Special Topics (if time permits)
Final Exam Review
- Class 15: Final Exam