Course Information
CSCI 161 Introduction to Programming I

Professor
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Prerequisites
Placement into Math 160 or higher

Required Textbook
Java Programming.

Goals
Our main goals this term are to learn how to develop algorithms to solve several types of problems and how to write them in Java. We will emphasize the iterative enhancement development technique and the use of functions that do one thing well. You will write many programs for practice. These assignments are a very important part of the course. The concepts build on each other and reinforce concepts from lecture. You won't learn everything about Java and computing in a semester, but you will build a firm foundation for your later courses. Learning to think about problems and how to solve them by developing a computer program is the main thrust of the class.

Grading
Programming Assignments  25%
Midterm Exam  30%
Final Exam  30%
Quizzes and attendance  15%
These percents are approximations only. Percents can change at any time without notice. Each quiz or test may contain a laboratory component. Pop quizzes may take place without prior notice.

Attendance
You are expected to attend class regularly, read the textbook, complete assigned problems, participate in class discussions, and work productively in the laboratory.

Make-up Quizzes/Tests/homework/Programs
There are no make-up quizzes, tests, programs or homework without official MU documented absence. If you miss a quiz or a test or homework you will receive a zero grade for that quiz/test/homework. There are no late programs. Programs must be delivered by the time and date specified for the assignment. Submit what you have for partial credit. If you develop your programs incrementally, you will have something to turn in.