

## CPSC4000 – Baccalaureate Survey

### CATALOG DESCRIPTION OF COURSE

**CPSC4000. Baccalaureate Survey (0-0-0)** Satisfactory grade in this course indicates completion of the Field Test. Survey can be taken more than once. (S/U grading.)

**Instructor(s):** Dr. Wayne Summers

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### Course Outcomes

- 1) Students demonstrate a broad general education assuring an adequate foundation in science and mathematics relevant to computing.
  - Strategies and Actions used to produce the outcome:
    - Review concepts of science and mathematics relevant to computing.
  - ABET Criteria covered: A
  - Program Objectives covered: 1
  - Assessment Methods: Major Field Test, Survey.
- 2) Students demonstrate a solid understanding of concepts fundamental to the discipline of computer science.
  - Strategies and Actions used to produce the outcome:
    - Review fundamentals of computer science.
  - ABET Criteria covered: A, B, C, I
  - Program Objectives covered: 2
  - Assessment Methods: Major Field Test, Survey.
- 3) Students demonstrate a good analytic, design, and implementation skills required to formulate and solve computing problems.
  - Strategies and Actions used to produce the outcome:
    - Review concepts of science and mathematics relevant to computing.
  - ABET Criteria covered: A, B, J
  - Program Objectives covered: 3
  - Assessment Methods: Major Field Test, Survey.
- 4) Students have the ability to function and communicate effectively as ethically and social responsible computer science professionals.
  - Strategies and Actions used to produce the outcome:
    - Group discussions about what it takes to be ethically and social responsible computer science professionals.

- ABET Criteria covered: D, E, F, G, H
- Program Objectives covered: 4
- Assessment Methods: Major Field Test, Survey, Resume.

## TEXTBOOKS

Required Text

No text required

Supplementary Books and Materials

No extra materials required

## POLICIES

### Student Responsibilities

- The student must request a review of the graduation requirements with the student's academic advisor, and return a copy of the signed advising form to the instructor before midterm.
- The student must take the University Outcomes Assessment Test before midterm.
- The student must take the Major Field Test before the last week of class.
- The student must complete the TSYS School of Computer Science exit survey before the last week of class.
- The student must submit a professional resume and have it reviewed by the Career Center, and returned to the instructor before the last week of class.
- The student must attend the scheduled exit interview with the School Chair.

### Grading Policy

- A grade of Pass granted when the student has completed the above requirements.

**CLASS ATTENDANCE:** Class attendance is the responsibility of the student, and it is the student's responsibility to independently cover any materials missed. Class attendance and participation may also be used in determining grades. It is your responsibility to sign a roll sheet for every class meeting. At my discretion, I may drop you from the course for more than **six (6)** absences. Missing an exam or quiz is considered an absence. Missed classes caused by participation in documented, formal, University-sponsored events will not count as absences provided you notify me of such anticipated absences in advance and as soon as possible.

**You** are responsible for all class work missed, regardless of the reason for the absence(s). Late assignments will **not** be accepted, so if you are absent on the day an assignment is due, it is your responsibility to make alternate arrangements. No makeup exams or quizzes will be given, so please make sure you are present for all exams/quizzes. Refer to the CSU Catalog

(<http://ace.columbusstate.edu/advising/a.php#AttendancePolicy>) for more information on class attendance and withdrawal.

### **Academic dishonesty**

Academic dishonesty includes, but is not limited to, activities such as cheating and plagiarism. It is a basis for disciplinary action. Collaboration is not permitted on assignments or exams/quizzes in this course. Any work turned in for individual credit must be entirely the work of the student submitting the work. **All work must be your own.** You may share ideas but submitting identical assignments (for example) will be considered cheating. **You may discuss the material in the course and help one another with debugging, however, I expect any work you hand in for a grade to be your own.** . A simple way to avoid inadvertent plagiarism is to talk about the assignments, but don't read each other's work or write solutions together. Keep scratch paper and old versions of assignments until after the assignment has been graded and returned to you. **If you have any questions about this, please see me immediately.**

For assignments, access to notes, textbook, books and other publications is allowed. Stealing, giving or receiving any code, diagrams, drawings, text or designs from another person (CSU or non-CSU) is not allowed. Having access to another person's work on the system or giving access to your work to another person is not allowed. It is your responsibility to keep your work confidential.

No cheating in any form will be tolerated. The penalty for the first occurrence of academic dishonesty is a zero grade on the assignment or exam/quiz; the penalty for the second occurrence is a failing grade for the course. For exams/quizzes, access to any type of written material or discussion of any kind (except with me) is not allowed.

(<http://ace.columbusstate.edu/advising/a.php#AcademicDishonestyAcademicMisconduct>)

### **Getting help**

Student assistants in the Computer Center can help you with basic computer-related problems such as logging on to the network, saving your work, etc., but they are not obligated to help you with your assignments. There are several tutors at the Department of Computer Science lab (CCT450) who can help you with the assignments. Their schedule is posted in the Computer Science department. You can always contact me during my posted office hours, by e-mail, or by appointment.

**Electronic Devices and Academic Integrity:** All cell phones and pagers must be turned off prior to entering the classroom or lab. The use of any electronic device during a test or quiz is prohibited. This includes cell phones, handheld calculators, iPhones, Android phones, PalmPilots, Blackberrys, PocketPCs, and laptops. Any use of such a device during a test or quiz will be considered a breach of academic integrity.

### **CSU ADA statement**

*"If you have a documented disability, as described by the Rehabilitation Act of 1973 (P.L. 933-112 Section 504) and the Americans with Disabilities Act (ADA) and subsequent amendments and would like to request academic and/or physical accommodations, please contact the Office of Disability Services in the Schuster Student*



*Success Center (room 221), 706-507-8755, as soon as possible. Course requirements will not be waived, but reasonable accommodations may be provided as appropriate."*

**ABET Criteria:**

- A. An ability to apply knowledge of computing and mathematics appropriate to the discipline;
- B. An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution;
- C. An ability to design, implement and evaluate a computer-based system, process, component, or program to meet desired needs;
- D. An ability to function effectively on teams to accomplish a common goal;
- E. An understanding of professional, ethical, legal, security, and social issues and responsibilities;
- F. An ability to communicate effectively with a range of audiences;
- G. An ability to analyze the local and global impact of computing on individuals, organizations and society;
- H. Recognition of the need for, and an ability to engage in, continuing professional development;
- I. An ability to use current techniques, skills, and tools necessary for computing practice.
- J. An ability to apply mathematical foundations, algorithmic principles, and computer science theory in the modeling and design of computer-based systems in a way that demonstrates comprehension of the tradeoffs involved in design choices;
- K. An ability to apply design and development principles in the construction of software systems of varying complexity.

**CS Program Objectives:**

Our graduates will have achieved:

- 1) A broad general education assuring an adequate foundation in science and mathematics relevant to computing.
- 2) A solid understanding of concepts fundamental to the discipline of computer science.
- 3) Good analytic, design, and implementation skills required to formulate and solve computing problems.
- 4) The ability to function and communicate effectively as ethically and social responsible computer science professionals.