

OCT 13 1992

Computing Science 1610

An Introduction to Computing Science

Prerequisite : None
Instructors : Libero Ficocelli / Franco Carlacci
Office : C424 C422
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Course Content:

This course is intended to serve as the first computing course for students in the Bachelor of Education and Arts programs. The student will become familiar with general computing concepts and terminology as well as gaining an understanding and appreciation of the impact that computer technology is having on society.

The lab portion of the course will provide students with hands on experience on several popular microcomputer software packages: WordPerfect 5.1, Paradox 3.5, Quattro Pro 3. Furthermore everyone is expected to gain a working knowledge of the DOS operating system for IBM PC Compatibles.

If time permits a brief introduction to programming in a high level language will be provided.

Each student is expected to complete a variety of assignments and lab quizzes on each of the software packages introduced.

Laboratories :

Scheduled Labs will begin the week of **Sept 8.**

Computer labs which students can have access to the appropriate course software include the following:

A312 -	30 Dell 386/Sx Computers
A313 -	20 Legend/Gateway 386 Computers
A301 -	30 Networked IBM 286 Computers
A305 -	20 Legend 386 Computers

Text: Complete Computer Concepts : (Custom Edition)
By: Shelly and Cashman

Lab : 3 HD or DD 3.5" diskettes are required for the lab.

Marking:

Lab Assignments/Quizzes	35%
Class Presentation	20%
Presentation Quizzes	10%
Final Exam	35%

Special Notes :

- 1) The penalty for late assignments and Reports is a 50% deduction for any assignment submitted up to one week late. Any material received after this time period will **not** be assigned a grade.
- 2) The student is responsible for adhering to **all** requirements as specified for each assignment.
- 3) Assignments are not all of equal weight. The grade value of each assignment will be included as part of the handout. This will also apply to lab quizzes.
- 4) Generally the first half of each lab is reserved for lecturing on specific application software. The remainder will generally be used as "hands-on" time.
- 5) **Presentation quizzes** : You can miss 1 without penalty or else drop your lowest grade.
- 6) **Lab Quizzes** : Any missed quiz will count as a zero grade (no makeup will be given)

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