



Course description

Course No.	1900806W	College	Science	Dept.	Computer Science
Teacher	Kai Liu				
Time	2018.06.25-2018.07.27				
Course Name	English	Introduction to Computer Science			
Course credits hours	Total	Theory	Office Hour or Practice	Credits	
	60	50	10	4.0	
Course description:					
<p>This first course in computer science develops foundational skills in computer programming using the Java programming language. The course is suitable for mathematics and physical science majors, and others interested in a rigorous introduction. It is also the first course in the computer science concentration. The course will introduce the process of developing algorithms to solve problems, and the corresponding process of developing computer programs to express those algorithms.</p>					
Requirements for courses: none					
Course structure explanation:					
<p>Make clear the necessary parts, optional parts, distribution of hours. Courses with experiments or practice are expected to explain credit hours needed, content, scheme and functions.</p>					
<p>Week 1 Course overview Programming in Scratch Programming in Java Procedural decomposition; simple methods</p> <p>Week 2 Primitive data, types, and expressions Simple conditional execution Definite loops</p> <p>Week 3 Methods with parameters and return values Using objects from existing classes More on conditional execution</p> <p>Week 4 Indefinite loops File processing</p>					

Object-oriented programming: simple collections of objects

Week 5

Algorithm efficiency; intractable problems

Final report due

Final exam

Forms of examination and requirements

Structure of the final grade(including presence, class performance,), focus of exam, forms of exam(test, interview, final report, etc)

The final score is composed by two parts: the final examination is 80%, homework and reports is 20%.
Forms of evaluation is close-book exam.

	Name	Publisher	Author	Year	Price
Textbook	Building Java Programs: A Back to Basics Approach	Pearson	Stuart Reges, Martin Stepp	2008	