WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION

COURSE TITLE: Introduction to Programming with Python

COURSE NUMBER: WIS290

All courses are open to students from all colleges. Only where a course is preceded by an introduction course is there a need to observe a prerequisite. However, students might benefit from prior knowledge on some of the courses, and this is given as the content found in your course catalogue by course code.

I. MAJOR INSTRUCTIONAL GOALS:

OBJECTIVE A: Provide a foundation for learning to program.
Learning Outcome: The student will
A. Become knowledgeable about the history of computers and will be able to describe the relationship of hardware and software in computer architecture.
B. Understand the representation of data and programs in computers
C. Be introduced to the software development process and the fundamental concepts of computer programming.

OBJECTIVE B: Write, run, and debug a Python program.
Learning Outcome: The student will understand and know how to use primitive Python data types and will be able to develop simple programs using the Python programming language.

OBJECTIVE C: Construct logical conditions and choose appropriate control statements.
Learning Outcome: The student will
A. Be able to construct conditional statements using logical operators
B. Be able to choose the appropriate control statements to control logical flow and perform iterative processing.

OBJECTIVE D: Understand the software development cycle and program debugging.
Learning Outcome: The student will
A. Understand the difference between syntax, run-time, and logic errors
B. Be able to perform basic software testing and debugging using print statements.

OBJECTIVE E: Design and implement simple programs from user requirements.
Learning Outcome: The student will be able to plan and implement simple programs in Python.
II. METHODOLOGY:

A. Teaching Methods
This class will consist of reading and lectures, in-class lab exercises, and external assignments. There will be two exams, a midterm and a final and a class project. Blackboard will be used extensively for this class.

Guidelines for Class Preparation
Students should expect to spend approximately 120 hours to complete this class, given the time estimates below.

20 hours Lectures (in class)
20 hours Lab work (in class)
30 hours Reading
20 hours Homework
30 hours Project / Structured External Assignment

Guidelines for Student Collaboration
Students are expected to do their own work. Sharing of both paper and electronic copies of homework between students is strictly prohibited. In particular, the “giver” is just as guilty as the “receiver” and should expect to endure the same consequences. It is, however, perfectly acceptable to discuss the requirements of the assignment or the subject material discussed in class or otherwise covered in the book. For example, it is okay to ask or answer questions about how to create a for-loop. However, it is not okay to view or share homework code solutions. Help delivered in a mentoring kind of way is help. Letting somebody see your homework is cheating.

The end goal is for each student to understand the material, and how to do the assignments.

Software developers typically accumulate code that they reuse from time to time. Students should do the same. However, they should accumulate and reuse their own code. For example, it is appropriate for students to submit an assignment that might include code they have written before. But the assignment must not include another student’s code.

If you have any doubts or concerns, contact the instructor.

III. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students’ learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.