



**Course Syllabus**  
**Department**  
**COMP 101 Art of Computing**  
**Fall 2021**

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**Office/Phone:** N/A  
**Office Hours:** TBA

**Course days and hours:** Every Monday between 08:20 - 10:00 (Section 1, 2, and 3)  
**Location.....:** Online via Zoom

**On Campus Labs.....:** Section-1, every Thursday (15:20 – 17:00)  
Section-2, every Thursday (15:20 – 17:00) or  
every Friday (14:20-16:00)  
Section-3, every Thursday (13:20 – 15:00)  
**Location.....:** Comp Lab, BA009, and BA011

**Online Labs.....:** Every Tuesday between 17:20 - 18:00 (Section 1, 2, and 3)  
**Location.....:** Online

**Course ECTS:** 6                      **Course Credit:** 4                      **Prerequisites:** None

**Course Description:**

The course aims to teach the essentials of computer programming to students who have little or no background in programming. The students will learn how to write computer programs using SNAP and Java languages. The course will introduce the fundamental concepts and techniques of programming using the graphical programming language SNAP and the contemporary general purpose programming language Java.

**Required Textbook/s:**

“*SNAP Reference Manual*,” Harvey, B. and Mönig, J.,  
“<http://snap.berkeley.edu/SnapManual.pdf>”  
“*Java How to Program*,” Deitel, P. and Deitel, H., 10<sup>th</sup> Edition, Prentice Hall, 2014.

**Learning Objectives and Outcomes:**

By the end of this course, students will be able:

1. Learn what a computer programming language and an algorithm is.

2. Learn how to formulate a problem into an algorithm that can be programmed in a computer.
3. Learn how to build a script in the SNAP language and write a program in the Java language.

**Teaching Methodology:**

Both SNAP and Java languages will be taught by giving brief theoretical explanations followed by writing working programs in-class. First, the instructor will explain the topic using presentations. Then, the instructor will solve some simple exercises using SNAP or Java language in-class. Finally, the students will be asked to write programs in-class to solve some given problems.

**Grade Distribution:**

<u>Evaluation Criteria</u>	<u>Percentage</u>
Labs (10±2 assignments)	20%
Quizzes (in-class; 10±2)	20%
Question Marathons (2 times)	10%
Midterm	15%
Final Exam	35%
	Total: 100%

**Grading Scale:**

A modified curve-based grading system will be used in the course.

**Course Policies:**

- For the AGU Make-up policy, please refer to the website <https://goo.gl/HbPM2y> section 26.
- Eating and drinking is permitted unless it offends other students
- English should be used at all times to communicate with one another during instruction hours.
- Please, respect the allotted times provided for breaks.
- Cell phones are allowed but their voices must be turned down. If cellphone usage bothers the instructor or the class, the instructor has the final say on the issue. Consequences include but are not limited to loss of participation points, extra assignments, and/or being asked to leave the classroom.
- Please, bring the required materials, specifically your laptop computers.

**Attendance Policy:**

- A minimum of **80% of attendance to LABS are NECESSARY** for passing the course (including REPEAT Students).
- For a detailed description of AGU attendance policy, please refer to the website at <https://goo.gl/HbPM2y> section 25.

**Email Policy:**

When contacting the instructor or the course assistant, please use the **Canvas email** feature and **discussion boards**. Please, include in the subject line the class. If this information is not included, your email may not be answered. Any announcements or warnings will be sent to your AGU e-mail. Therefore, it is the responsibility of every student to read his/her **AGU e-mails and CANVAS emails regularly**. AGU webmail can be accessed through <https://mail.agu.edu.tr>

### **Cheating & Plagiarism:**

You are responsible for knowing the University policies on cheating and plagiarism. Not giving credit to a person for their intellectual work and passing it off as your own is stealing.

Specifically:

- 1) Copying or allowing someone to copy your work on an exam, homework, or in class assignment is cheating.
- 2) Copying and pasting material from the web or any other electronic source is plagiarism.
- 3) Copying and turning in the same assignment as someone else, from this class or from another class, is cheating. Unless explicitly told otherwise, you can discuss and problem – solve on homework together but the final product has to be your own – your own way of explaining and organizing your ideas.
- 4) Making superficial changes (minor additions, deletions, word changes, tense changes, etc) to material obtained from another person, the web, a book, magazine, song, etc. and not citing the work, is plagiarism. The idea is the intellectual property, not the specific format in which it appears (e.g., you wouldn't reword Einstein's theory of relativity and imply that relativity was your own idea, would you?)
- 5) If you find material and it is exactly what you are trying to say, or you want to discuss someone's idea, give the person credit and cite it appropriately. Don't overuse citations and quotes: instructors want to know how you think and reason, not how someone else does.

If you have any questions or concerns about whether your behavior could be interpreted as plagiarism, please ask the assistants or me before you submit the work.

**For a detailed description of AGU policies, please refer to the website at <https://goo.gl/FjLhzH>**

**Course Outline:**

Week	Date	Topic	Lab	Description, Assignments and Required Readings
1st	Oct 4	Introduction to Art of Computing	-	-
2nd	Oct 11-15	Into to PL, snap.berkeley.edu, Hackerrank	Installation	-
3rd	Oct 18-22	Intro to JAVA, eclipse installation, snap questions Blocks	Blocks, Java	<b>Sample Quiz</b>
4th	Oct 25-29	Variables, IO operations	Variables	<b>Quiz</b>
5th	Nov 1-5	Conditional Statements - Snap	Conditionals	
6th	Nov 8-12	Conditional Statements - Java	Conditionals	<b>Quiz</b>
7th	Nov 15-19	Fall Break	-	-
8th	Nov 22-26	Loops, nested loops - Snap	Repetition	
9th	Nov 29-Dec 3	Loops, nested loops - Java	Repetition	<b>Quiz Question Marathon 1</b>
10th	Dec 6-Dec 10	Methods - Snap	Recap	
11th	Dec 13-Dec 17	Methods - Java	Methods	<b>Quiz Midterm</b>
12th	Dec 20-Dec 24	Lists, Arrays, 2d Arrays - Snap	Arrays, 2D	<b>Question Marathon 2</b>
13th	Dec 27-Dec 31	Arrays, 2d Arrays - Java	Arrays, 2D	<b>Quiz</b>
14th	Jan 3-7	Classes and Objects	Classes	<b>Quiz</b>
15th	Jan 10-14	Recap	Recap	
16th	Jan 17-21	Final Week	<b>Final Exam</b>	<b>Final Exam</b>
<b>17th</b>	Jan 24-26	<b>Final Exam Week</b>	<b>Final Exam</b>	<b>Final Exam</b>