



THE UNIVERSITY OF WINNIPEG

APPLIED COMPUTER SCIENCE

Course Number: ACS-1805-050, 070L, 071L
Course Name: Introduction to Programming
Course Webpage: <https://nexus.uwinnipeg.ca/d2l/login>

Instructor Information

Instructor: Leo H. Li
E-mail: l.li@uwinnipeg.ca
Office Hours: Mondays 12:00-13:00 via Zoom
Class meeting time: Mondays 18:00-21:00 via Zoom
Lab time: L-070 Fridays 08:30-09:45 via Zoom
L-071 Fridays 09:45-11:00 via Zoom

Meeting info for office hours, class time and lab sessions will be posted on Nexus.

Important Dates

1. First Class: Monday, September 13, 2021
2. First Lab: Friday, September 17, 2021
3. Mid-term Test: Monday, October 25, 2021
4. Reading Week (no classes): October 10-16, 2021
5. Final Withdrawal Date w/o academic penalty: Tuesday, November 16, 2021
6. Last Class: Monday, December 6, 2021
7. Last Lab: Friday, December 3, 2021
8. Final Exam (Comprehensive): **TBD**
9. University closures:
 - National Day of Truth and Reconciliation Thursday, September 30, 2021
 - Thanksgiving Monday, October 11, 2021
 - Remembrance Day Thursday, November 11, 2021

A minimum of 20% of the work on which the final grade is based will be evaluated and available to the student before the voluntary withdrawal date.

Course Objectives / Learning Outcomes

This course introduces fundamental programming concepts using App Inventor. Students learn to develop and test programs that can run on Android phones and tablets. The framework we use for this is the App Inventor visual programming environment. The App Inventor framework runs on Windows, Macintosh, and Linux computers and includes an emulator for an Android phone (and so an actual Android phone or tablet is not needed). Topics include Android app architecture, software engineering principles, variables, functions, decision structures, iteration, lists, procedures, databases, user interface, events, and sensors.

Remote Learning

All course material including lecture notes, slides and videos, sample code, assignment, and lab details will be available on Nexus. Class times are reserved for further discussion and Q&A, with the remaining time for office hours.

Students must be available via Zoom during the lecture and lab times.

- Students must display their full name
- The use of Video is optional.
- Participants must be muted when not speaking
- Students may interact via chat, voice or gestures

Students can find answers to frequently asked questions related to remote learning here: <https://www.uwinnipeg.ca/covid-19/remote-learning-faq.html>.

Note: A permitted or necessary change in mode of delivery may require adjustments to important aspects of course outlines, like class schedule and the number, nature, and weighting of assignments and/or exams

Evaluation Criteria

1. Labs (10%)
 - Ten (10) labs, worth 1% each
 - Labs are to be completed during the Friday lab period
 - No late lab submissions will be accepted
2. Assignments (15%)
 - Three (3) assignments, worth 5% each
 - Due dates will be posted on Nexus
 - No late assignment submissions will be accepted
3. Mid-term Tests (25%)
 - One mid-term test, worth 25%
 - During the regular class time (see Important Dates)
4. Final Exam (50%)
 - Cumulative

All lab and assignment works are to be submitted electronically via Nexus, no other submission methods will be accepted. All coding is to be submitted in *.aia format, and any written work in docx or pdf format. Further details and submission procedures will be stated in each lab/assignment. Students are responsible for backing up and protecting their lab and assignment work.

Students should contact the instructor as soon as possible if extenuating circumstances require missing a lab, assignment, test, or examination. A medical certificate from a practicing physician may be required before any adjustments are considered.

For student(s) who have two or more final exams that conflict, detailed procedure can be found at <https://www.uwinnipeg.ca/exam-schedules/exam-conflicts.html>

Test / Exam Requirements

- A photo ID is required for midterm tests and final exam.
- Midterm tests and final exams will be delivered via Nexus. Students must have video capability and be prepared to present their student ID.
- Midterm and final exams are open book.
 - Students are permitted to view only the following authorized course material:
 - Class notes, slides, recordings, sample code, assignment descriptions, and solutions posted by the instructor
 - Course textbook
 - Student's own course notes and assignment submissions
 - Students may use an external tool such as App Inventor or a text editor to write answers to questions before entering them into the exam
 - Students may contact the instructor to ask questions
 - External resources (or any material not listed above) are NOT PERMITTED
 - Communication with others (except the instructor) is NOT PERMITTED
 - All work must be entirely the students' own. Collaboration or sharing of work is NOT PERMITTED.
- For students failed to meet all test/exam requirements, the test/exam will not be accepted or will receive zero.

Students with documented disabilities, temporary or chronic medical conditions, requiring academic accommodations for tests/exams (e.g., private space), or during lectures/laboratories (e.g., note-takers) are encouraged to contact Accessibility Services (AS) at 204-786-9771 or accessibilityservices@uwinnipeg.ca to discuss appropriate options. All information about a student's disability or medical condition remains confidential.
<https://www.uwinnipeg.ca/accessibility-services>.

Students may choose not to attend classes or write examinations on the holy days of their religion, but they must notify their instructors at least two weeks in advance. Instructors will then provide an opportunity for students to make up work examinations without penalty. A list of religious holidays can be found in the 2021-22 Undergraduate Academic Calendar online at

<http://uwinnipeg.ca/academics/calendar/docs/important-notes.pdf>

Final Letter Grade Assignment

Historically, numerical percentages have been converted to letter grades using the following scale. However, instructors can deviate from these values based on pedagogical nuances of a particular class, and final grades are subject to approval by the Department Review Committee.

A+	90 – 100%	B+	75 – 79%	C	60 – 64%
A	85 – 89 %	B	70 – 74%	D	50 – 59%
A-	80 – 84%	C+	65 – 69%	F	below 50%

Required Textbook / Reading List

- App Inventor: Create your own Android Apps, David Wolber, Hal Abelson, Ellen Spertus, Liz Looney, ISBN 13: 978-1491906842.
- Class Notes will be available on Nexus

Prerequisite Information

(This information can be found in the UW Undergraduate Academic Calendar)

- ACS-1805L (lab) must be taken concurrently.

Regulations, Policies, and Academic Integrity

Academic dishonesty is a very serious offense and will be dealt with in accordance with the University's policies.

Avoiding Academic Misconduct: Students are encouraged to familiarize themselves with the Academic Regulations and Policies found in the University Academic Calendar at:

<https://uwinnipeg.ca/academics/calendar/docs/regulationsandpolicies.pdf>

Particular attention should be given to subsections 8 (Student Discipline), 9 (Senate Appeals), and 10 (Grade Appeals). Please note, in particular, the subsection of Student Discipline pertaining to plagiarism and other forms of cheating.

Detailed information can be found at the following:

- Academic Misconduct Policy and Procedures: <https://www.uwinnipeg.ca/institutional-analysis/docs/policies/academic-misconduct-policy.pdf> and <https://www.uwinnipeg.ca/institutional-analysis/docs/policies/academic-misconduct-procedures.pdf>
- UW Library video tutorial "Avoiding Plagiarism" <https://www.youtube.com/watch?v=UvFdxRU9a8g>

Uploading essays and other assignments to essay vendor or trader sites (filesharing sites that are known providers of essays for use by others who submit them to instructors as their own work)

involves “aiding and abetting” plagiarism. Students who do this can be charged with Academic Misconduct.

Non-academic misconduct. Students are expected to conduct themselves in a respectful manner on campus and in the learning environment irrespective of the platform being used. Behaviour, communication, or acts that are inconsistent with a number of UW policies could be considered “non-academic” misconduct. More detailed information can be found here:

- Respectful Working and Learning Environment Policy
<https://www.uwinnipeg.ca/respect/respect-policy.html>,
- Acceptable Use of Information Technology Policy
<https://www.uwinnipeg.ca/institutional-analysis/docs/policies/acceptable-use-of-information-technology-policy.pdf>
- Non-Academic Misconduct Policy and Procedures: <https://www.uwinnipeg.ca/institutional-analysis/docs/student-non-academic-misconduct-policy.pdf> and <https://www.uwinnipeg.ca/institutional-analysis/docs/student-non-academic-misconduct-procedures.pdf>.

Copyright and Intellectual Property. Course materials are the property of the instructor who developed them. Examples of such materials are course outlines, assignment descriptions, lecture notes, test questions, and presentation slides—irrespective of format. Students who upload these materials to filesharing sites, or in any other way share these materials with others outside the class without prior permission of the instructor/presenter, are in violation of copyright law and University policy. Students must also seek prior permission of the instructor/presenter before, for example, photographing, recording, or taking screenshots of slides, presentations, lectures, and notes on the board. Students found to be in violation of an instructor’s intellectual property rights could face serious consequences pursuant to the Academic Misconduct or Non-Academic Misconduct Policy; such consequences could possibly involve legal sanction under the Copyright Policy
https://copyright.uwinnipeg.ca/docs/copyright_policy_2017.pdf

Privacy

Students have rights in relation of the collecting of personal data at the University of Winnipeg:
<https://www.uwinnipeg.ca/privacy/admissions-privacy-notice.html>.

More information:

- Zoom and Privacy: <https://www.uwinnipeg.ca/privacy/zoom-privacy-notice.html>
- Testing/Proctoring: <https://www.uwinnipeg.ca/privacy/zoom-test-and-exam-proctoring.html>.

Email Communication

Emails from accounts at uwinnipeg.ca are usually not filtered by the U of W email filter. Thereby it is strongly recommended that electronic communication is done using your U of W email account to minimize the risk of filtering.

When emailing the instructor, you must include your full name, your student number, and the course number (with section) in the subject line or body of your email. You are to use the U of W Webmail system, i.e. *webmail.uwinnipeg.ca* to communicate with the instructor. **Do not** use the Nexus email system, i.e. *mail.nexus.uwinnipeg.ca*, Nexus mailbox are not monitored on a regular basis.

Class Cancellation, Correspondence with Students and Withdrawing from Course

When it is necessary to cancel a class due to exceptional circumstances, the course instructor will make every effort to inform students via uwinnipeg email and Nexus.

Students are reminded that they have a responsibility to regularly check their uwinnipeg e-mail addresses to ensure timely receipt of correspondence from the University and/or the course instructor.

Please let the course instructor know if you plan on withdrawing from the course. Note that withdrawing before the VW date does not necessarily result in a fee refund.

Topics to be covered (tentative)

Chapters 1 through 13 are tutorials for programming. Chapters 14 through 24 cover more general topics including app architecture and programming concepts.

- Chapter 01 Hello Purr
- Chapter 02 Paint Pot
- Chapter 03 Mole Mash
- Chapter 04 No Texting While Driving
- Chapter 05 Ladybug Chase
- Chapter 06 Paris Map Tour
- Chapter 08 Presidents Quiz
- Chapter 09 Xylophone
- Chapter 10 MakeQuiz and TakeQuiz
- Chapter 11 Broadcast Hub
- Chapter 12 Robot Remote
- Chapter 13 Amazon at the Bookstore
- Chapter 14 Understanding an App's Architecture
- Chapter 15 Engineering and Debugging an App
- Chapter 16 Programming your app's memory
- Chapter 17 Creating animated apps
- Chapter 18 Programming Your App to Make Decisions: Conditional Blocks

- Chapter 19 Programming Lists of Data
- Chapter 20 Repeating Blocks
- Chapter 21 Defining Procedures and Reusing Blocks
- Chapter 22 Working with Database
- Chapter 23 Reading and Responding to Sensors
- Chapter 24 Communicating with the Web