CS 101: Computer Science Seminar
Fall 2024
Tuesday 1:30-2:30 in MLH 130

Instructor Information

Name: S. Seth Long, Ph.D
Office: MLH 216, then THJ 204
Email: sslong@lcsc.edu
Office Hours: Monday 1:30-3:00, Thursday 10:30-12:00
Course Website: `http://isoptera.lcsc.edu/~seth/cs101`

Course Goals

This class is intended to introduce students to the computer science profession. This includes current issues in computer science, emerging fields such as bioinformatics, and important skills regarding communication of technical information. Upon conclusion of the class, students should have a broad understanding of the field of computer science.

Learning Outcomes

After this class, students should:

- Understand the Computer Science Profession
- Have been introduced to a variety of current issues in computer science
- Have practiced oral communication skills

Textbook

Virtual Unreality, Charles Siefe

Grading

Your grade will be calculated based on the following items:

Item	Percentage of grade
Assignments	30%
Book Report	20%
Participation	25%
Presentation	25%

Grades will be assigned according to a standard curve, that is:

A: 90% +
B: 80%- 90%
C: 70%- 80%
D: 60%- 70%
F: less than 60%

Use of + or - grades (such as B+ or A-) and curves will be at the instructor's discretion.

Deadlines and late work

Late work will not be accepted, except in unusual circumstances by instructor discretion. However, partial credit will be given for partially-completed work. It is better to turn in an unfinished assignment for partial credit than to not turn in something on time and receive a 0.

Attendance

Attendance will not be taken in this class except as required for fiancial aid purposes. However, information which is useful to complete projects may be given at any time. Therefore I recommend that you always attend class.

Course Calendar

Fall 2024 CS101 Tentative Schedule	
Week	**Course Content**
Aug 19	Course Introduction, Computer Science
Aug 26	Fractals and Technical Assignment
Sep 2	Bioinformatics
Sep 9	Machine Learning
Sep 16	Networks
Sep 23	OpenGL: Graphics and 3D
Sep 30	More on Graphics and 3D
Oct 7	Presentations 1
Oct 14	Presentations 2
Oct 21	Presentations 3
Oct 28	Presentations 4
Nov 4	Presentations 5
Nov 11	Presentations 6
Nov 18	Robotics or Image Analysis
Nov 25	Thanksgiving Break
Dec 2	Course conclusion + discuss book
Dec 9	No class (Final's Week)