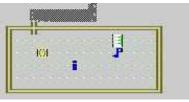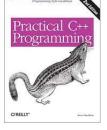# CISC 1110:
introduction to computing using C++
gaming applications
fall 2010

http://www.sci.brooklyn.cuny.edu/~sklar/cisc1110/

- instructor: Prof Elizabeth Sklar (email: *sklar@sci.brooklyn.cuny.edu*; AIM: *agentprof*)
  office hours posted each week: http://www.sci.brooklyn.cuny.edu/~sklar

- class meeting times and rooms: Tuesdays and Thursdays 2.15pm-4.20pm (room 5301 N)

- prerequisites: none

- course description: This course is ultimately about control*!!!* You will learn how to control computers and a surprisingly large number of devices and other seemingly non-technical components that you encounter in your everyday life. Today, technology is ubiquitious, and learning how to control it (before it takes control of you!) is growing increasingly important.
  NOTE: This course is formerly known as CIS 1.5.
  (4 credits; not open to students who are enrolled in or have completed CIS 1.10 or 1.20 or 2.80 or 15 or 16)

- course structure: This section will focus on gaming applications for examples and assignments.
    - Class sessions will consist of lectures and hands-on labs.
    - Hands-on labs will lead to projects.
    - Students may bring their own laptops to the labs, or use the computers in the lab.

- computer: You will need to have access to a computer and the internet for this class, though having your own computer is not required. You can use the public machines in the library or the WEB building to complete your assignments.

- flash drive: A USB FLASH drive is required.

- textbook: The following textbook is optional. Comprehensive lecture notes will be posted online.

  Practical C++ Programming, 2nd edition
  by Steve Oualline
  publisher: O'Reilly Media, Inc. (2003)
  ISBN: 978-0-596-00419-4
  Available on amazon.com and other places. E-book also available for Kindle.

- the following topics will be covered in 10 curricular units:
    - displaying simple information and remembering it (output and data, units I-II)
    - dealing with complex information (arrays and strings, unit III)
    - reading information and making decisions about it (input and control structures, units IV–VI)
    - doing interesting things with all kinds of information (searching and sorting, unit VII)
    - behaving efficiently (functions, unit VIII)
    - organizing programs (simple classes, units IX–X)

- assessment: term grade is comprised of the following:

14 assignments	45%
2 midterms	25%
final exam	30%