



# Syllabus

Introduction to the discipline of computer science incorporating problem definitions, algorithm development, and structured programming logic for business, scientific and mathematical applications. The C++ language will be used for programming problems.

## Diversity Statement

Riverside City College School of Business embraces a notion of an intellectual community enriched by diversity with multiple dimensions, including race, ethnicity and national origin, gender, gender identity, sexuality, class, and religion. We are particularly committed to populations that have historically been excluded from equitable participation in the classroom, higher education institutions, and our communities. Individually, we are devoted to addressing our unconscious bias to pave the way for a more inclusive curriculum and learning environment.

## Course Objectives

Upon completion of this course, the student will be able to:

1. Describe the software development life-cycle.
2. Describe the principles of structured programming and be able to design, implement and test structured programs.
3. Explain what an algorithm is and its importance in computer programming.
4. Summarize the evolution of programming languages illustrating how this history has led to the paradigms available today.
5. Use pseudocode, flowcharts, and a programming language to implement, test, and debug algorithms for solving problems. Identify the information requirements, synthesize the algorithmic steps needed to transform the data input into the required output information, and organize the output format to facilitate user communication.
6. Demonstrate different forms of binding, visibility, scoping, and lifetime management.
7. Create computer programs using the principles of structured programming and demonstrate the use of an IDE with appropriate libraries. Design, implement, test, and debug programs that use fundamental programming constructs: basic computation, simple I/O, standard conditional and iterative structures, and functions.

## Key Points

- Class attendance is mandatory. You may be dropped if you are absent from three or more classes.
- Students with “perfect attendance” may be exempted from taking the final exam.
- Personal electronic devices may not be used, and are to be stowed out of sight, at all times, prior to entering the classroom.
- Your final grade will be based on Class Participation (25%), Quizzes & Assignments (25%), Projects (25%) and Practicums (25%). Students are expected to know their current grade at all times.
- All work must be submitted on, or prior to, the due date – please refer to the *Class Schedule*. No late work will be accepted.
- A *Twitter* account is required for this class. Students are expected to follow #CSC5, acknowledge Tweets with a “like” and respond appropriately.

8. Apply the principles of logical and programming concepts to develop solutions for gaming, business, scientific and mathematical problems.

### **Class Details**

Location: CIS A103  
Day/Time: MW 2:20PM – 3:45PM  
Lab: MW 4:05PM – 5:30PM

### **Instructor Contact Information**

Instructor: Carl Argila  
Phone: 951-222-8551  
Office Hours: By appointment  
Email: [carl.argila@rcc.edu](mailto:carl.argila@rcc.edu)  
Twitter: @CarlArgila (Follow #CSC5 for class updates)  
Website: [www.aligra.com](http://www.aligra.com)

All official course communication will be sent to your college e-mail account. You are expected to check your e-mail regularly so that you don't miss important announcements. If you forward your e-mail, make sure your forwarded account is in working order. Informal class information and updates will be Tweeted with hashtag #CSC5. Students are expected to follow me on Twitter (@CarlArgila) to receive class updates and exchange information with other students.

### **Important Dates**

Last day to drop with refund: 2/28/2026.  
Last day to add: 3/08/2026.  
Last day to drop without "W": 3/08/2026.  
Last day to drop with "W": 5/15/2026.

If you want to drop the course, be sure you do so by the required dates. It is the responsibility of the student to drop themselves by the appropriate dates.

### **Class Format**

This class is a dynamic combination of lecture, discussion, group activities and lab activities. – all geared toward expanding your knowledge of the subject matter. Students will use *Integrated Development Environment* (IDE) tools as part of their instruction, to supplement in-class work and to complete class projects. Be prepared to participate in class discussions by keeping up with assigned readings/homework and contributing thoughtful questions and comments. Assigned chapter readings are to be completed prior to the class discussion date for the assigned chapter. Students should refer to the *Class Schedule*.

## **Accommodations for Students with Disabilities**

This course meets the requirements set forth in the accessibility checklist and universal design grid provided by Disabled Student Programs & Services. The web pages, video presentations, textbooks and class materials used in this course are accessible to students with disabilities. If you need any accommodations due to a disability, please come and talk with me. Student accommodations are preferably provided in the classroom which is the least restrictive environment.

Riverside City College Disabled Student Programs & Services:  
<https://www.rcc.edu/student-support/disability-resources.html>

## **Course Materials**

*Starting Out with C++* (7<sup>th</sup> Edition), Gaddis; Addison-Wesley ISBN 978-0-13-257625-3

One USB flash drive.

Other course materials will be posted online. Please print, read and/or view the appropriate materials prior to class.

## **Attendance**

Your attendance in class is mandatory. There are no “excused absences” in this class. Since you are graded on class participation, your absence from class affects your grade. Since you will be collaborating with other students, your absence will affect other students work. Class is also the official place for announcements, taking quizzes, submitting assignments, and information exchange among students.

Students absent from the first class session are automatically dropped as “no-shows.” Students absent from the second class session will be dropped to accommodate “wait list” students. If you should miss three or more classes (10% of total class sessions) during the semester you may be dropped from the class at the instructor’s discretion.

Students with “perfect attendance” may be exempted from the final exam at the instructor’s discretion.

Please note that late arrival to class, early departure from class, or leaving during class will affect your class participation grade. Students arriving more than 15 minutes late may be considered absent from class.

## **Grading**

Final Grades will be based on four instructional components: Class Participation, Quizzes & Assignments (including final exam), Projects and Practicums, as shown in the table below. Occasionally, I will scale the grades at the end of the semester if I feel it will result in a more

appropriate or fair assessment of the class. I will not, however, adjust grades for students who did not complete all of their work, skipped quizzes, or are involved in any form of academic dishonesty. Success in this class is largely dependent upon you. Successful students attend lecture, do the assigned work, and come to class prepared.

Instructional Component		Final Grade Assignment	
Class Participation	25%	Grade	Percentage Grade
Quizzes/Assignments	25%	A	90% - Top Score
Projects	25%	B	80% - 89%
Practicums	25%	C	70% - 79%
		D	60% - 69%
		F	Below 60%

### **Coursework**

All assignments must be completed using a personal computer (IBM or compatible) with the required IDE. Student projects should be completed using the computers in the BE 200 lab; no personal computers are to be used in the lab. Please adhere to the posted lab rules.

### **Late Policy**

In general, no late assignments will be accepted in this class. Please refer to the *Class Schedule* for due dates. If you know you will be late or absent make arrangements to turn your assignment in early. Don't assume I'll get work that is given to a third party.

### **Quizzes**

Quizzes will be based on assigned textbook readings and lectures. Please consult the *Class Schedule* for quiz dates. The official policy for this class is that there will be no make-up quizzes.

### **Re-Grades**

If you feel there was an error in the grading of your work or that you might have been assessed unfairly please meet with me within one week of when the assignment was returned. Any work returned the last week of class needs to be submitted for a re-grade prior to the final exam.

### **Classroom Atmosphere**

This class is taught as a college level, academic experience. Appropriate classroom decorum and standards are expected from all students and will be enforced by the instructor. Disruptions in class will not be tolerated.

Please DO NOT use electronic devices in class (this includes text messaging devices, cell phones, calculators, video games, laptops, "wearables," etc.). These devices are disruptive to

other students and the learning process in general. All devices, including ear buds, must be stowed, out of sight, prior to entering the classroom and while in the classroom. Use of these devices in this class is considered a disruption and will result in a reduction in your class participation grade. Typically, one warning will be given regarding disruptions. More than one incident will result in being removed from the class.

Talking with your classmates during lectures or presentations is disruptive to the instructor and to other students. Talking with your classmates will result in a reduction in your class participation grade. Please raise your hand to ask questions at any time in class.

Leaving the classroom during lectures or lab is disruptive to the instructor and to other students. You should plan on remaining in class for the full session. If you need to leave the classroom, while class is in session, please remain outside of the classroom until the next break. Leaving the classroom during lectures or lab will result in a reduction in your class participation grade.

### **Academic Dishonesty**

There is a no tolerance policy for any instance of academic dishonesty. College policies are defined in the course catalog. It is required that you understand these policies; ignorance will not be considered a justification for a violation of policies in this class. Cases of academic dishonesty will be dealt with individually and may result in an “F” grade in the course for any instance.

In this course, all assignments and individual projects should be completed by you. Collaboration is permitted on certain projects, as directed by the instructor; however the final project must be completed by you. If you need assistance you may get help from your instructor or the lab instructors. You may not show or distribute your work to anyone in any of the CIS/CSC 5 classes. All work you submit must be your own.

### **Student Complaint Procedure**

Students who feel that they have not been treated in accordance with college policies and procedures should first meet with the instructor to discuss the student’s concern. If the matter is not resolved informally between the student and the instructor there exists a student grievance process for instruction and grate related matters. Please refer to: <https://www.rcc.edu/student-support/academic-policies-procedures.html> for additional information.

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