**BRONX COMMUNITY COLLEGE  
of the City of New York  
DEPARTMENT OF MATHEMATICS AND COMPUTER SCIENCE**

**SYLLABUS: CSI 31 Introduction to Computer Programming I 3 credits, 4 hours**

**PREREQUISITES: CSI 30; and CUNY English Proficiency, or ENG 100 or 110, if required**

**COREQUISITE: MTH 31**

**TEXT: Python Programming: An Introduction to Computer Science,** third edition,by John Zelle, Franklin, Beedle & Associates, 2016. ISBN 9781590282755

**Goals of the course:**

CSI 31 introduces students to programming design and implementation. In this course students will learn basic programming style and techniques in keeping with modern programming philosophy.

**Objectives:** By the end of this course the successful student will be able to:

1. Identify the basic design of a computer system;
2. Describe some of the topics and techniques of computer science;
3. Design an algorithm to solve a given problem using the top-down design approach;
4. Translate that algorithm into a computer program;
5. Demonstrate understanding of the concept of data type;
6. Write functions to solve problems, and understand the notion of procedural abstraction;
7. Understand and use the three basic programming structures: sequential execution, decision structures, and repetition (loops);
8. Use files for input and output,
9. Use objects, including the objects of a graphics library, and
10. Use strings and lists to manipulate data.

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| **Sections and Topics** |  |
| **Chapter 1 Computers and Programs**  **(2** **classes)** | |
| 1.1 The Universal Machine | 1.6 The Magic of Python |
| 1.2 Program Power | 1.7 Inside a Python program |
| 1.3 What is Computer Science? | 1.8 Chaos and Computers |
| 1.4 Hardware Basics | 1.9 Chapter Summary |
| 1.5 Programming Languages |  |
| **Suggested Review Questions**  1.10 Exercises | p. 21: True/False: all  p. 22-23: Multiple Choice: all  p. 23-24: Discussion: all |
| **Suggested Programming Exercises** | p. 24-25: 1, 2, 3, 4, 5 |
| **Chapter** 2  **Writing Simple Programs (2** **classes)** | |
| 2.1 The Software Development Process | 2.5 Assignment Statements |
| 2.2 Example Program: Temperature Converter | 2.6 Definite Loops |
| 2.3 Elements of Programs | 2.7 Example Program: Future Value |
| **Sections and Topics** |  |
| 2.4 Output Statements | 2.8 Chapter Summary |
| **Suggested** **Review Questions**  2.9 Exercises | p. 51-52: True/false: all  p. 52-53: Multiple choice: all  p. 53-54 Discussion: all |
| **Suggested** **Programming Exercises** | p. 54-55: 1, 2, 3, 4, 5, 7, 8, 9, 10 |
| **Chapter 3**  **Computing with Numbers (2 classes)** | |
| 3.1 Numeric Data Types | 3.4 Accumulating Results: Factorial |
| 3.2 Type Conversions and Rounding | 3.5 Limitations of Computer Arithmetic |
| 3.3 Using the Math Library | 3.6 Chapter Summary |
| **Suggested Review Questions**  3.7 Exercises | p. 76-77: True/false: all  p. 77: Multiple choice: all  p. 77-79: Discussion: all |
| **Suggested Programming Exercises** | p. 79-82: 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 13, 14, 15, 16 |
| **Chapter 4**  **Objects and Graphics (2** **classes)** | |
| 4.1 Overview | 4.6 Choosing Coordinates |
| 4.2 The Object of Objects | 4.7 Interactive Graphics |
| 4.3 Simple Graphical Programming | 4.8 Graphics Module Reference |
| 4.4 Using Graphical Objects | 4.9 Chapter Summary |
| 4.5 Graphing Future Value |  |
| **Suggested Review Questions**  4.10 Exercises | p. 123: True/false: all  p. 123-124: Multiple choice: all  p. 124-126: Discussion: all |
| **Suggested Programming Exercises** | p. 126-128: 1, 2, 3, 5, 6, 7, 8, 9, 11 |
| **Chapter 5**  **Computing with Strings (3 classes)** | |
| 5.1 The String Data Type | 5.6 Lists Have Methods, Too |
| 5.2 Simple String Processing | 5.7 From Encoding to Encryption |
| 5.3 Lists as Sequences | 5.8 Input/Output as String Manipulation |
| 5.4 String Representation and Message Encoding | 5.9 File Processing |
| 5.5 String Methods | 5.10 Chapter Summary |
| **Suggested Review Questions**  5.11 Exercises | p. 168: True/false: all  p. 169: Multiple choice: all  p. 169-171: Discussion: all |
| **Suggested Programming Exercises** | p. 171-174: 1, 2, 3, 4, 5, 9, 10, 11, 12, 13, 14, 15 |
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| **Sections and Topics** |  |
| **Chapter 6**  **Defining Functions (2 classes)** | |
| 6.1 The Function of Functions | 6.5 Functions That Return Values |
| 6.2 Functions, Informally | 6.6 Functions That Modify Parameters |
| 6.3 Future Value with a Function | 6.7 Functions and Program Structures |
| 6.4 Functions and Parameters: The Exciting Details | 6.8 Chapter Summary |
| **Suggested Review Questions**  6.9 Exercises | p. 203: True/false: all  p. 204: Multiple choice: all  p. 204-205: Discussion: all |
| **Suggested Programming Exercises** | p. 206-208: 1, 3, 4, 5, 6, 7, 8, 9, 11, 12, 13, 14, 15, 16 |
| **Chapter 7**  **Decision Structures (2** **classes)** | |
| 7.1 Simple Decisions | 7.4 Exception Handling |
| 7.2 Two-Way Decisions | 7.5 Study in Design: Max of Three |
| 7.3 Multi-Way Decisions | 7.6 Chapter Summary |
| **Suggested Review Questions**  7.7 Exercises | p. 236: True/false: all  p. 236-237: Multiple choice: all  p. 237-238: Discussion: all |
| **Suggested Programming Exercises** | p. 238-241: 1, 2, 3, 5, 6, 9, 11, 12, 13, 15, 17 |
| **Chapter 8**  **Loop Structures and Booleans (2** **classes)** | |
| 8.1 For Loops: a Quick Review | 8.5 Other Common Structures: Post-Test, Loop and a Half |
| 8.2 Indefinite Loops | 8.6 Example: A Simple Event Loop |
| 8.3 Common Loop Patterns: Interactive, Sentinel, File,  Nested | 8.7 Chapter Summary |
| 8.4 Computing with Booleans |  |
| **Suggested Review Questions**  8.8 Exercises | p. 277: True/false: all  p. 277-278: Multiple choice: all  p. 278-279: Discussion: all |
| **Suggested Programming Exercises** | p. 278-282: 1, 2, 3, 4, 5, 7, 8, 9, 13, 14, 15 |
| **Chapter 9**  **Simulation and Design (2** **classes)** | |
| 9.1 Simulating Racquetball | 9.4 Bottom-Up Implementation |
| 9.2 Pseudo-random Numbers | 9.5 Other Design Techniques |
| 9.3 Top-Down Design | 9.6 Chapter Summary |
| **Suggested Review Questions**  9.7 Exercises | p. 307: True/false: all  p. 307-308: Multiple choice: all  p. 308-309: Discussion: all |
| **Suggested Programming Exercises** | p. 309-312: 1, 2, 3, 4, 5, 7, 10, 12, 13, 14 |
| **Sections and Topics** |  |
| **Chapter 10**  **Defining Classes (2 classes)** | |
| 10.1 Quick Review of Objects | 10.5 Objects and Encapsulation |
| 10.2 Example Program: Cannonball | 10.6 Widgets |
| 10.3 Defining New Classes | 10.7 Animated Cannonball |
| 10.4 Data Processing with Class | 10.8 Chapter Summary |
| **Suggested Review Questions**  10.9 Exercises | p. 356: True/False: all  p. 357: Multiple choice: all  p. 357-358: Discussion: all |
| **Suggested Programming Exercises** | p. 358-362: 1, 2, 3, 4, 5, 7, 9, 11, 12, 13, 14 |
| **Chapter 11**  **Data Collections (3** **classes)** | |
| 11.1 Example Problem: Simple Statistics | 11.7 Non-sequential Collections |
| 11.2 Applying Lists | 11.8 Chapter Summary |
| 11.3 Lists of Records |  |
| **Suggested Review Questions**  11.9 Exercises | p. 410: True/False: all  p. 411: Multiple choice: all  p. 411-412: Discussion: all |
| **Suggested Programming Exercises** | p. 412-417: 1, 2, 3, 4, 5, 6, 7, 8, 10, 13, 15, 17, 19 |
| **Chapter 12**  **Object-Oriented Design (2** **classes)** | |
| 12.1 The Process of OOD | 12.3 Case Study: Dice Pocker |
| 12.2 Case Study: Racquetball Simulation | 12.4 OO Concepts |
| 12.5 Chapter Summary |  |
| **Suggested Review Questions**  12.6 | p. 456: True/False: all  p. 456-457: Multiple choice: all  p. 457: Discussion: all |
| **Suggested Programming Exercises** | p. 457-458: 1, 3, 4 |
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abilities. In the event you encounter any barrier(s) to full participation in this course due to the impact of a disability, please contact the disAbility Services Office as soon as possible this semester. The disAbility Services specialists will meet with you to discuss the barriers you are experiencing and explain the eligibility process for establishing academic accommodations for this course. You can reach the disAbility Services Office at: disability.services@bcc.cuny.edu, Loew Hall, Room 211, (718) 289-5874.

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