

**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.

Sections and Topics	
<b>Chapter 1 Computers and Programs (2 classes)</b>	
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	
<b>Suggested Review Questions</b> 1.10 Exercises	p. 21: True/False: all p. 22-23: Multiple Choice: all p. 23-24: Discussion: all
<b>Suggested Programming Exercises</b>	p. 24-25: 1, 2, 3, 4, 5
<b>Chapter 2 Writing Simple Programs (2 classes)</b>	
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
<b>Sections and Topics</b>	
2.4 Output Statements	2.8 Chapter Summary

<b>Suggested Review Questions</b> 2.9 Exercises	p. 51-52: True/false: all p. 52-53: Multiple choice: all p. 53-54 Discussion: all
<b>Suggested Programming Exercises</b>	p. 54-55: 1, 2, 3, 4, 5, 7, 8, 9, 10
<b>Chapter 3</b> <b>Computing with Numbers (2 classes)</b>	
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
<b>Suggested Review Questions</b> 3.7 Exercises	p. 76-77: True/false: all p. 77: Multiple choice: all p. 77-79: Discussion: all
<b>Suggested Programming Exercises</b>	p. 79-82: 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 13, 14, 15, 16
<b>Chapter 4</b> <b>Objects and Graphics (2 classes)</b>	
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	
<b>Suggested Review Questions</b> 4.10 Exercises	p. 123: True/false: all p. 123-124: Multiple choice: all p. 124-126: Discussion: all
<b>Suggested Programming Exercises</b>	p. 126-128: 1, 2, 3, 5, 6, 7, 8, 9, 11
<b>Chapter 5</b> <b>Computing with Strings (3 classes)</b>	
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
<b>Suggested Review Questions</b> 5.11 Exercises	p. 168: True/false: all p. 169: Multiple choice: all p. 169-171: Discussion: all
<b>Suggested Programming Exercises</b>	p. 171-174: 1, 2, 3, 4, 5, 9, 10, 11, 12, 13, 14, 15
<b>Sections and Topics</b>	
<b>Chapter 6</b> <b>Defining Functions (2 classes)</b>	

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
<b>Suggested Review Questions</b> 6.9 Exercises	p. 203: True/false: all p. 204: Multiple choice: all p. 204-205: Discussion: all
<b>Suggested Programming Exercises</b>	p. 206-208: 1, 3, 4, 5, 6, 7, 8, 9, 11, 12, 13, 14, 15, 16
<b>Chapter 7</b> <b>Decision Structures (2 classes)</b>	
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
<b>Suggested Review Questions</b> 7.7 Exercises	p. 236: True/false: all p. 236-237: Multiple choice: all p. 237-238: Discussion: all
<b>Suggested Programming Exercises</b>	p. 238-241: 1, 2, 3, 5, 6, 9, 11, 12, 13, 15, 17
<b>Chapter 8</b> <b>Loop Structures and Booleans (2 classes)</b>	
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	
<b>Suggested Review Questions</b> 8.8 Exercises	p. 277: True/false: all p. 277-278: Multiple choice: all p. 278-279: Discussion: all
<b>Suggested Programming Exercises</b>	p. 278-282: 1, 2, 3, 4, 5, 7, 8, 9, 13, 14, 15
<b>Chapter 9</b> <b>Simulation and Design (2 classes)</b>	
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
<b>Suggested Review Questions</b> 9.7 Exercises	p. 307: True/false: all p. 307-308: Multiple choice: all p. 308-309: Discussion: all
<b>Suggested Programming Exercises</b>	p. 309-312: 1, 2, 3, 4, 5, 7, 10, 12, 13, 14
<b>Sections and Topics</b>	
<b>Chapter 10</b> <b>Defining Classes (2 classes)</b>	

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
<b>Suggested Review Questions</b> 10.9 Exercises	p. 356: True/False: all p. 357: Multiple choice: all p. 357-358: Discussion: all
<b>Suggested Programming Exercises</b>	p. 358-362: 1, 2, 3, 4, 5, 7, 9, 11, 12, 13, 14
<b>Chapter 11</b> <b>Data Collections (3 classes)</b>	
11.1 Example Problem: Simple Statistics	11.7 Non-sequential Collections
11.2 Applying Lists	11.8 Chapter Summary
11.3 Lists of Records	
<b>Suggested Review Questions</b> 11.9 Exercises	p. 410: True/False: all p. 411: Multiple choice: all p. 411-412: Discussion: all
<b>Suggested Programming Exercises</b>	p. 412-417: 1, 2, 3, 4, 5, 6, 7, 8, 10, 13, 15, 17, 19
<b>Chapter 12</b> <b>Object-Oriented Design (2 classes)</b>	
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	
<b>Suggested Review Questions</b> 12.6	p. 456: True/False: all p. 456-457: Multiple choice: all p. 457: Discussion: all
<b>Suggested Programming Exercises</b>	p. 457-458: 1, 3, 4

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May 2008/SEP/updated May 2009/SEP  
updated for second edition Sept 2010/SEP  
updated for third edition Nov 2017/NN  
updated for Spring 2024 semester/NN