

**CS U221**  
**Computer and Information Science Overview 1**  
**Syllabus**

**INSTRUCTORS:**

John Casey: jcasey@ccs.neu.edu  
Melvin Simms: simms@ccs.neu.edu

Mark Erickson: ericks@ccs.neu.edu  
Nora Jemison: njem@ccs.neu.edu

**Course website:** <http://www.ccs.neu.edu/course/com1121> (may be changed to /csu221)  
**CCIS Co-op website:** <http://www.ccs.neu.edu/co-op>

**INTRODUCTION:**

The computer/information science field is a fast-paced and complex profession, not for the faint of heart. This course (and its second half, CS U222 in Spring semester) will begin the process of preparing students for a long-term career in that field. Students will accomplish this through a "micro to macro" approach. The course will start locally, by exploring issues of adjustment to Northeastern University as a whole and to the College of Computer and Information Science (CCIS) specifically; and then will begin to introduce more global topics, such as the specialties of the high tech profession. In CS U222, students will learn about and prepare for their first co-op assignments -- the beginning of a long and (hopefully) successful career.

This course and CS U222 encompass the Preparation phase of the co-op cycle (please see the CCIS Co-op website for a more detailed explanation of the cycle). Since the long-term goal of co-op is to prepare students for the working world, the instructors' standards for grading will be based, in part, on the standards of the working world. Therefore, students are expected to attend every class, and to be punctual. Homework, when assigned, is expected to be submitted on time and to have a professional appearance. Accommodations can be made for deadlines in some cases, but only if students discuss this with the instructors in advance. Teamwork and occasional presentations will be required.

**GRADING**

- The maximum points possible on a late assignment will be 1/2 of total. Assignments are considered late once class ends.
- Grading on group projects/assignments will be an average of each team member's individual grade.
- Students who fail CS U221 will have to make up the credit with a general elective in order to graduate. Students who fail CS U222 **will not be eligible to go on co-op** until they have passed it, or passed CS U223 (the Co-op Preparation make-up course, offered in Fall semester for students who failed CS U222). CCIS students are expected to complete at least 1 year of co-op in order to graduate.

**TEXT**

Todino-Gonguet, G., Strang, J., Peek, J. (2001). Learning the Unix Operating System (5th Edition). O'Reilly & Associates.

**POINTS**

Attendance class 1	5	Attendance class 9	5
Attendance class 2	5	Attendance class 10	5
Attendance class 3	5	Attendance class 11	5
Attendance class 4	5	Attendance class 12	5
Attendance class 5	5	Email project	10
Attendance class 6	5	Scavenger Hunt prog. report	5
Attendance class 7	5	<u>Scavenger Hunt project</u>	<u>25</u>
Attendance class 8	5	TOTAL POINTS	100

**\*NOTE: Final points will be graded on a curve, not a flat percentage. Additional assignments may be added.**

### Class Assignments by Date

Each section of CS U221 meets **once per week**. Some sections meet on Tuesday and some on Friday. Class will not meet on holidays when the university is officially closed (Nov. 11 Veterans' Day, Nov. 27-28 Thanksgiving). Finals begin December 15th.

<u><b>Class Date</b></u> (Friday/Tuesday)	<u><b>TOPIC</b></u>	<u><b>ASSIGNMENTS DUE</b></u>
9-12 / 9-16	Introduction. Goals & Expectations. Introduction to the CCIS/NEU email systems. Introduction to PINE.	
9-19 / 9-23	Introduction to academic assistance resources at NEU. Introduction to time management.	PINE exercise
9-26 / 9-30	Time management follow-up. Adjustment survey. Issues on campus (outside speaker).	Time management exercise
10-3 / 10-7	Managing the Co-op Process. Academic advising: curriculum planning for Spring, choosing a major. Introduction to Scavenger Hunt project.	
10-10 / 10-14	Judicial affairs, wellness issues on campus	
10-17 / 10-21	Diversity, Sexuality, and other campus issues	
10-24 / 10-28	Communication, or how everyone on the internet knows you are a dog.	Scavenger Hunt progress report
10-31 / 11-4	Intro to Unix 1	
11-7 / 11-18	Intro to Unix 2	
11-14 / 11-25	Intro to Unix 3	
12-5 / 12-2	Scavenger Hunt Presentations	Scavenger Hunt
12-12 / 12-9	Wrap up and Evaluations	Extra credit assignments (if any)