MONTGOMERY COLLEGE
Rockville Campus
Engineering, Physical and Computer Sciences Department
CMSC110 Computer Concepts

Instructor Information

Name: Office Location:
Mailbox: Office Phone:
Email:
Office Hours:

Course Information

Semester: Course CRN:
Class starts: Class ends:

Class Meetings: Classroom:
Midterm Exam: Final Exam:

Check MyMC class schedule for your Specific   Check MyMC class schedule for your
Deadline to Drop without a grade W or to change   Specific Refund Deadlines
from audit to credit or from credit to audit

Course Description

An introduction to the scope, significance, history, and social implications of data processing.
Study of programming language hierarchy, elements of a software system and program
implementation. Exposure to hardware concepts including number systems, data representation,
central processor, storage, input/output, and system configurations. There is no detailed study or
implementation of any specific programming language.
Assessment levels: ENGL 101/101A, MATH 050, READ 120. Three hours each week. Formerly
CS 110.

3 semester hours

Course Outcomes

#	Upon completion of the course, the student will be able to:
1.	Describe the scope, significance and history of computing.
2.	Describe social implications of computing, including computer security, ethics and privacy issues.
3.	Describe computer systems and their functions.
4.	Define various types of software, including operating system, utility programs, and application software.
5.	Use the data representation, operating systems, and utility programs.
6.	Use number systems and convert from one number system to another.
7.	Identify and compare several programming languages currently in use.
8.	Use the Internet as a tool for research, for identifying and verifying information.
9.	Use business applications such as word processing, spreadsheets, presentation software and database.
10.	Differentiate among various types of computer careers, certifications, and job responsibilities.

Course Materials

Textbook and Supplies:
Textbook: *Technology in Action Complete* (text only), 15th Edition, by Evans et al
Textbook ISBN**: 9780134837871** Copyright year: 2019
Note: MyITLab access is NOT required for this class.
Textbook and other materials may be purchased through the college bookstores

Grade Basis

Final Examination	20%
Midterm Examination	20%
Quizzes on Reading Assignments	15%
Homework/Projects	35%
Discussions/Participation;	10%
Total:	**100%**

Grading Scale:

90 - 100%	A
80 - 89%	B
70 - 79%	C
60 - 69%	D
Below 60%	F

General Class Policies

- ❖ You are responsible for all work missed, and for meeting assignment due dates when absent. Please call or email your instructor if you are going to be late or absent.
- ❖ You are strongly encouraged to contact your instructor at home by phone or e-mail if you are having difficulties, or have any questions about assignments.
- ❖ Please include your name and the course information in the submitted assignments.
- ❖ Incomplete assignments receive no more than 50% of the grade.
- ❖ Assignments are considered incomplete, if they do not compile, they do not contain reasonable comments.
- ❖ There is always a means to submit your assignments on time. Be creative, be persistent, and keep your instructor informed!
- ❖ All assignments (Tests, Quizzes, Assignments, Projects, and Discussions) must be turned in on or before the due dates to receive full credits.
- ❖ Missed Tests, Quizzes, Assignments, and Discussions: NO MAKEUPS without a doctor's excuse. If the Final Exam is not taken, the student will receive a grade of F for the course.

Course Topics

Topics
Chapter 1 Using Technology to Change the World
Chapter 2 Looking at Computers: Understanding the Parts
Chapter 3 Using the Internet: Making the Most of the Web's Resources
Chapter 4 Application Software: Programs That Let You Work and Play
Chapter 5 System Software: The Operating System, Utility Programs, and File Management
Midterm Exam
Chapter 6 Understanding and Assessing Hardware: Evaluating Your System
Chapter 7 Networking: Connecting Computing Devices
Chapter 8 Digital Devices and Media: Managing a Digital Lifestyle