

# Affordable Learning Georgia Textbook Transformation Grants

## Final Report for Mini-Grants

### General Information

Date: **November 22, 2019**

Grant Round: **12**

Grant Number: **M50**

Institution Name(s): **Columbus State University**

Team Members (Name, Title, Department, Institutions if different, and email address for each):  
**Hyrum Carroll and Hillary Fleenor, TSYS School of Computer Science**

Project Lead: **Hyrum Carroll**

Course Name(s) and Course Numbers: **CPSC 1301K**

Final Semester of Project: **Fall 2019**

*If applicable to your project:*

Average Number of Students Per Course Section: **30**

Number of Course Sections Affected by Implementation of Revised Resources: **12**

Total Number of Students Affected by Implementation of Revised Resources: **~360**

### 1. Project Narrative

*Describe the course of your revision or ancillary creation project, including*

- *A summary of your project's purpose, plan, and timeline.*
- *The original works which were revised or added to, with links.*
  - *For example, if you revised an open textbook, give the title, author, and link.*
- *A narrative description of how the project's plan was carried out.*
- *Lessons learned, including anything you would do differently next time.*

**We (the PI and Co-PI) decided to moving all sections of CPSC 1301 - Computer Science 1 (now CPSC 1301K) away from an eTextbook (\$77) to using a free textbook (<https://runestone.academy/runestone/books/published/thinkcspy/index.html>). The eTextbook included practice problems which significantly aid in learning computer science. This grant facilitated the change to a free textbook by supporting the creation of a repository of 92 practice problems by students. Almost all of these problems were created during the Spring 2019 semester. A few more problems were created during the Fall 2019 semester (to**

address gaps in coverage of topics). Surveys were sent out to students at the end of Spring, Summer and Fall 2019 semesters. Overall, the project was a success!

Some things we learned and would do differently next time is better recruitment of the students for the surveys. We were surprised at how few students filled out the surveys.

## 2. Materials Description

- Describe all the materials you have created or revised as part of this project. These descriptions may be used in the [GALILEO Open Learning Materials](#) repository in the official description field.

We created the following Python practice assignments in repl.it. Each of these practice assignments have either output checking or unit checking (starting with Functions\*). For many of these assignments, there are multiple tests. All of these assignments have been saved in a single file and uploaded with the final report.

Intro01 Go Cougars

Intro02 Quotes

Intro03 CSU Fight Song

Intro04 Assigning a Variable

Intro05 Number of Classes

Intro06 1958 int

Intro07 1958 str

Intro08 Pi Approximation

Intro09 Friends and Pizza Slices

Intro10 Pizza for Fido

Intro11 Hello

Intro12 Years as Columbus College

Intro13 Lowest to Highest Precedence

Intro14 Making Change

Modules01 Dice Simulator

Modules02 Square Garden

Modules03 Random Number

Modules04 Mathematical Constant e

Modules05 Pi

Modules06 Pizza Area

Functions01 Cups to ounces

Functions02 Ounces to cups

Functions03 Reverse name

Functions04 Calculate interest

Functions05 Property Tax

Functions06 Paint Job

Functions07 Stadium Seating

Functions08 Calories From Fat

Functions09 Calories From Carbs

Functions10 Division Function

Functions11 Sweets Order part 1

Functions12 Sweets Order part 2

Functions13 Hypotenuse part 1

Functions14 Hypotenuse part 2

Functions15 Taxi Fare part 1

Functions16 Taxi Fare part 2

Functions17 Turtle Mural part 1

Functions18 Turtle Mural part 2

Functions19 CSU Taco Shop

Selection01 isOdd

Selection02 Division and Remainders

Selection03 Biggest Number

Selection04 Smallest Number

Selection05 Middle Number

Selection06 Letter Grade

Selection07 Zip Zap Zop

Selection08 Speeding Ticket

Loops01 Sum of Natural Numbers

Loops02 Product of Natural Numbers

Loops03 Number Series

Loops04 Number Series with commas

Loops05 Number series while

Loops06 Compound Interest

Loops07 Inches to Feet

Loops08 Odd and Even

Loops09 isPrime

Loops10 Prime Numbers

Loops11 Calculator

Strings01 Iterating Over a String  
Strings02 Reverse the String  
Strings03 Uppercase Letters  
Strings04 Changing Hills  
Strings05 Password  
Strings06 Scrambled  
Strings07 Manipulating Strings  
Strings08 Split and Swap  
Strings09 Palindromes  
Strings10 Letter Grade

Lists01 Names  
Lists02 Powers of 5  
Lists03 Odd and Even  
Lists04 Modify a list  
Lists05 Reverse Sort  
Lists06 Min- Max- Sum and Count  
Lists07 Party Invitation  
Lists08 Extra Credit Total

Lists09 Shift Grades  
Lists10 Longest Word  
Lists11 isScrambled

Files01 Read an Entire Text File  
Files02 Read File Contents and Remove End Returns  
Files03 Read the 3rd Line of a File  
Files04 Append Text to a File  
Files05 Reading and Storing  
Files06 Counting Lines  
Files07 Write a List content to a file  
Files08 Random Line  
Files09 Search in a file  
Files10 Compare files

Dict01 Login Validation  
Dict02 Character Frequency  
Dict03 What is the Most Common Name

### 3. Materials Links

- *If you are hosting your materials in places other than GALILEO Open Learning Materials, please provide these links in this section. Otherwise, leave blank.*

The practice assignments are also available in our repl.it "classroom".

### 4. Future Plans

- *Describe any planned or actual papers, presentations, publications, or other professional activities that you expect to produce that reflect your work on this project.*
- *Describe any plans to revise or add to these materials in the future.*

In March 2020, we will be presenting our poster entitled, "Creating an OER Collection of Automatically Scored Practice Exercises for Computer Science 1" at the ACM's (Association for Computing Machinery) Special Interest Group on Computer Science Education (SIGCSE) 2020 conference. Additionally, using repl.it for this project has sparked the idea to perform further research about autograders, including a usability study of the most common autograder systems.

Finally, our students have recognized the value of these practice assignments and have been asked for analogous practice assignments in later courses. We plan on continuing to use this repository of practice assignments.