

San Jose State University

Computer Science

CS 49J - Programming in Java Fall 19 Section 02

Course and Contact Information

Instructor:	Kathleen O'Brien
Office Location:	MacQuarrie Hall 217
Telephone:	Please use email
Email:	kathleen.a.obrien@sjsu.edu Or contact me through Canvas messages
Office Hours:	TuTh 2:45 - 3:15 or on Piazza anytime
Class Days/Time:	TuTh 4:30 PM - 5:45M
Classroom:	MH225
Prerequisites:	Previous programming experience in a language other than Java.
Final:	Tuesday Dec 17, 1645-1700 (regular classroom)
Tentative Exam date:	Oct 15

Course Description

Introduction to the Java programming language and libraries. Topics include fundamental data types and control structures, object-oriented programming, string processing, input/output, and error handling. Use of Java libraries for mathematics, graphics, collections, and for user interfaces.

For the official catalog description, please visit [the online catalog](http://info.sjsu.edu/web-dbgen/catalog/courses/CS049J.html) at <http://info.sjsu.edu/web-dbgen/catalog/courses/CS049J.html>

Textbook/Material

Title	Big Java Early Objects 6/e.
Author	Cay Horstmann
Publisher	Wiley
ISBN	ISBN 9781119499459 (E-Text only) 9781119499534(E-Text + loose leaf book)
	Available in the bookstore and directly from Wiley: URL

You will need a wireless laptop (running OSX, Windows, or some version of UNIX)

Student Learning Outcomes

Upon successful completion of this course, students should be able to:

- Write Java applications which are appropriately documented using Javadoc
- Use Java to read and write text files
- Implement from specifications Java classes that embody data structures
- Use and work with pre-existing implementations in the Java collections framework
- Use iterators and enhanced for loops to traverse collections
- Write a graphics program that draws simple shapes
- Use Java exceptions for error handling

Course Mechanics

Laptops

You will be required to bring a wireless-enabled laptop running Windows, Mac OSX, or a version of Linux to all classes and exams. It must be capable of installing and running the course software

Homework and exam submission

You will use Codecheck (URL provided in assignments) to help test assignments

You will submit your homework and exams in Canvas

Solutions will be posted on laughton.com./obrien/sjsu/cs9j

Course Requirements

Exams (65%)

One in-class mid-term (30%) and a final exam (35%). Exams cannot be made up, except for reasons of illness, as certified by a doctor, or documentable extreme emergency. Makeup exams may be oral.

Programming Assignments (25%)

Assignments most weeks (25%). Schedule your time well to protect yourself against unexpected problems. I suggest starting early so you have time to ask questions if you need helps. Late work is not accepted, and there is no extra credit or makeup work. **All homework is due at 1:00 AM** the morning of each class meeting, but I will give you a grace period and accept assignments until **6:00 AM**. Do not ask for an additional extension because your Internet went down at 5:58. The assignment was due hours earlier. Assignments submitted after 1am are marked late, but if you are able to submit, you will receive full credit. Also I will drop the lowest grade.

Participation (5%)

Participation is 5% of your grade. You can earn participation points during class via online polls in Piazza. You also earn a point for every Piazza post you make outside of class. You will need to post regularly either asking or answering questions in order to acquire enough points for full credit. Your participation points are calculated out of a maximum of 150.

Quizzes (5%)

Two quizzes per week due before the start of class covering the required reading for that class **Each quiz is due at 1:00 AM** the morning of each class meeting, but I give you a grace period and accep tthe quiz until **6:00 AM**.

Time Spent

Success in this course is based on the expectation that students will spend, for each unit of credit, a minimum of 45 hours over the length of the course (normally three hours per unit per week) for instruction, preparation/studying, or course related activities, including but not limited to internships, labs, and clinical practica. Other course structures will have equivalent workload expectations as described in the syllabus.

This is a 3 unit/15-week class, so you should expect to spend at least 135 hours per semester or 9 hours per week on this class. Many students need to spend much more time.

Additional Information

Coding Guidelines

For full credit on your assignments, you need to follow established Java coding conventions that we will cover in class.

Also your code must be formatted. You can click *Source* -> *Correct Indentation* in Eclipse.

Piazza

- Have a question? Ask it on Piazza
- Have an answer? Submit it.
- You get a point for each question or answer.
- If you email me a question about the course material, I will repost it on Piazza and answer it there. You won't get a point for that.
- Only email me with personal and confidential questions.

Clicker Questions

- Several times per class, there will be a “clicker” question to record your active participation
- Real clickers are hardware devices that cost money. We use Piazza instead.
- You will log in to Piazza. You may be asked to answer a question or record that you participated
- You get a point for each answer (even if it's wrong or you were unable to do the activity correctly).

Grading Policy

Your grade for the course is based on the mid-term , the finals, the homework, quizzes, and participation. Grades are calculated by weighting the scores as defined above. I do not curve grades.

This class is graded with a traditional letter grade. See the scale below. I do not round grades.

89.9 is a B+ not an A-

At least	Letter Grade
93	A
90	A-
87	B+
83	B
80	B-
77	C+
73	C
70	C-
67	D+
63	D
60	D-
below 60	F

Note that “All students have the right, within a reasonable time, to know their academic scores, to review their grade-dependent work, and to be provided with explanations for the determination of their course grades.” See [University Policy F13-1](http://www.sjsu.edu/senate/docs/F13-1.pdf) at <http://www.sjsu.edu/senate/docs/F13-1.pdf> for more details."

Classroom Protocol

- Please arrive on time for class meetings. If you do come in late, please take a seat quietly.
- Do not talk on a cell phone during class. If your phone rings, turn it off or leave the room.

Individual Work

All homework and exams must be *your own individual work*. It is OK to have general discussions about homework assignments, or read other material for inspiration. You may *never* copy anything from anyone **without attribution**. This means if you find code on Stackoverflow or another web site, you need to give the URL where you found the code in a comment at the top of your class so that I can look at it if necessary. If you copy code from Piazza, you need to give the post number in a comment at the top of your code. You can find the post number by putting your cursor on the message in the left menu and clicking the down arrow. Do this even if you make a few changes to the code.

You may copy from the textbook, the labs, or anything we do in class without attribution. For homeworks and exams, you may not copy anything from any other student at all, and you may not collaboratively produce results in pairs or teams. Your work must be entirely your own.

It is never okay to give your completed code to another student before the due date. If the other person submits your work, I have to give you both a 0. Please do not risk this by giving your code to your friends.

A first incident of cheating will result in a 0 on that assignment or exam. A second incident will result in a F for the class.

BSCS Program Outcomes supported by this course:

- (a) An ability to apply knowledge of computing and mathematics to solve problems
- (b) An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution
- (c) An ability to design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs
- (i) An ability to use current techniques, skills, and tools necessary for computing practice
- (j) An ability to apply mathematical foundations, algorithmic principles, and computer science theory in the modeling and design of computer-based systems in a way that demonstrates comprehension of the trade-offs involved in design choices
- (k) An ability to apply design and development principles in the construction of software systems of varying complexity

Miscellaneous Policies

Add Policy: I will give add codes if there is space

Publicly Viewable Work: Your class work (including homework, exam, and project work) may be viewable by other students of this course. Your grades will not be viewable by others.

Copyright of Materials: All materials created by the instructor for this course, including lectures, handouts, homeworks, exams, solutions, projects, and so on, are copyrighted property of the instructor. You may transcribe lectures or copy course materials for the use of yourself and other students registered in this course. You may not sell or give transcriptions of lectures or copies of course materials to others without the prior written consent of the instructor.

University Policies

University Policies: Office of Graduate and Undergraduate Programs **maintains university-wide policy information relevant to all courses, such as academic integrity, accommodations, etc.** You may find all syllabus related University Policies and resources information listed on GUP's [Syllabus Information web page](http://www.sjsu.edu/gup/syllabusinfo/) at <http://www.sjsu.edu/gup/syllabusinfo/>

Tentative Schedule

The schedule is in Canvas

Final: Tuesday Dec 17, 1645-1700