

**San Jose State University**  
**College of Science**  
**Department of Computer Science**  
**CS151, Object-Oriented Design, Sections 1, 2, and 3, Spring 2018**

### **Course and Contact Information**

- Instructor: Suneuy Kim
- Office Location: MacQuarrie Hall 217 (MH217)
- Telephone: 408-924-5122
- E-mail: [suneuy.kim@sjsu.edu](mailto:suneuy.kim@sjsu.edu) (Preferred mode of contact is via email.)
  - When you send me an e-mail to ask a question, use [Q] in a subject line to get a reply from me within a reasonable response time. Here is an example subject line to ask a question.  
  
[Q] lecture note
- Office Hours: TW 9:20 am - 10:20 am
- Class Days/Time/Classroom
  - Section 1 (Lecture): MW 10:30 - 11:45, MH 223
  - Section 2 (Lecture): MW 12:00 - 13:45, MH 223
  - Section 3 (Lecture): TR 12:00 - 13:15, MH 422
- Course Prerequisites: Math 42, CS46B, and CS 49J (or equivalent knowledge of Java) with a grade of C- or better in each or instructor consent.
- [Course Web Site](http://www.cs.sjsu.edu/~kim/cs151) at <http://www.cs.sjsu.edu/~kim/cs151>  
Announcements and course materials will appear here. It is updated frequently. You are strongly encouraged to check out this course web page regularly.

### **Course Description**

Design of classes and interfaces. Object-oriented design methodologies and notations. Design patterns. Generics and reflection. Exception handling. Concurrent programming. Graphical user interface programming. Software engineering concepts and tools. Required team-based programming assignment.

### **Course Objectives**

- OO Design:
  - Introduce core UML concepts
  - Introduce a simplified OO analysis and design methodology
  - Present the concept of design pattern
  - Present the concept of a software framework
- Java Language:
  - Make students proficient in the use and creation of interfaces and inheritance hierarchies
  - Make students proficient in the Java type system
  - Introduce threads and thread safety
- Software Engineering:
  - Introduce a GUI toolkit, including basic widgets and the event handling mechanism

- Introduce basic software engineering concepts and tools

## Course Learning Outcomes

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

- OO Design
  - Interpret and produce UML class diagrams and UML sequence diagrams
  - Develop simple use cases, perform noun-verb analysis, interpret and produce CRC cards
  - Appropriately select and apply key design patterns in the construction of a software application
  - Be able to follow a systematic OO design methodology
- Java language
  - Create a class hierarchy involving existing and new interfaces and classes, including inner classes.
  - Design, implement, test, and debug programs in an object-oriented language, involving the creation of at least 10 classes and interfaces
  - Use generic types, reflection, and lambda expressions
  - Implement concurrent programs and use thread-safe data structures
- Software Engineering
  - Use a GUI toolkit to create a graphical user interface involving frames, buttons, text components, panels, menus, and simple geometric shapes
  - Be able to document use cases for a simple team project
  - Be able to plan and track a simple team project
  - Be able to use a version control system and an automated build system

## BS in Computer Science Program Outcomes Supported

These are the 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
- (D) An ability to function effectively on teams to accomplish a common goal
- (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

## Course Topics

Chapter	Weeks
2. Object-Oriented Design Process	2

3. Guidelines for Class Design	1.5
4. Interface Types, Polymorphism, and Lambda Expressions	2
5. Design Patterns	2
6. Inheritance and Abstract Classes	2
7. The Java Object Model	1.5
8. Frameworks	1
9. Multithreading	2
Total	14

## Required Texts/Readings

- Textbook: Object-Oriented Design & Patterns, 3rd edition, by Cay Horstmann

## Course Requirements and Assignments

- Programming Assignments and Project
  - Four programming assignments involving design and implementation.
  - A group project with 3 members per group in the last month of the semester involves OO design and GUI programming. A project description and guidelines will be posted later.
  - All programs must follow the [Java language coding guidelines](#).
  - Unless I specifically ask for hard copies, all assignments will be submitted through my course web page. Find the homework submission link corresponding to your section at the left side of the course web page.
- Submission/Late Policy
  - Any assignments/project turned in past the deadline will get a penalty: For each late day, a 20% of the maximum obtainable score of the work will be taken out of what you earned. (a late day is one 24 hour period beyond the due date). For example, suppose the maximum score of an assignment is 100 and you earned 80 points. If the submission is late by two days, the final score of the assignment would be  $80 - 2 * 20 = 40$ .
  - Any submission turned in more than 48 hours past the deadline will result in a grade of zero for that assignment.
  - On-line submission: You can submit your work multiple times. If then, the latest one will be considered as the final submission. If the final submission is late, the late policy will be applied.
  - E-mail submissions will not be accepted for grading.
- Teamwork Policy
  - Once a team is formed, it will last through out the semester. If you dissolve your team, a significant amount of penalty will be determined by the instructor and given to both parties.
  - For the project, students are expected to report their own results as well as their collaborators. The task responsibility and contribution of every team member must be precisely documented in a report. During the project demo, team members are expected to be able to provide correct answers to questions that are specific to their tasks. Team members will be graded individually based on the report, their participation in project demo and peer evaluation.

- Software
  - Programming Language: Java Platform SE 8
    - It is available on all Department machines.
    - [Download](http://www.oracle.com/technetwork/java/javase/downloads/index.html) at <http://www.oracle.com/technetwork/java/javase/downloads/index.html>
  - StarUML
    - [Download](http://staruml.sourceforge.net/en/download.phpa) at <http://staruml.sourceforge.net/en/download.phpa>
    - [StarUML Tutorial \(to start off\)](http://www.owl.net/~comp201/07-spring/info/staruml/) at <http://www.owl.net/~comp201/07-spring/info/staruml/>
    - [StarUML User Guide](http://staruml.sourceforge.net/en/documentations.php) at <http://staruml.sourceforge.net/en/documentations.php>
  - [Violet](http://horstmann.com/violet) at <http://horstmann.com/violet>
  - IDE:
    - [Eclipse](http://eclipse.org/) at <http://eclipse.org/>
    - [NetBeans](http://netbeans.org/) at <http://netbeans.org/>

## Evaluation (Exams)

- There will be two midterm exams and one comprehensive final exam. The exams are scheduled as below. The dates of midterm exams are subject to change with fair notice, but the final exam date is firm and cannot be changed.
  - Midterm Exam I: Friday, March 9 4:00 - 5:15 pm
  - Midterm Exam II: Friday, April 20 4:00 - 5:15 pm
  - Final Exam:
    - Section 1: Monday, May 21 0945-1200
    - Section 2: Wednesday, May 16 0945-1200
    - Section 3: Thursday, May 17 0945-1200
- Makeup Exam Policy Absolutely no make-up exams will be offered under any circumstances. For those who couldn't take the exam or worked hard but had a bad day on the exam day ending up with a low score, I offer the following opportunity to possibly replace your worst midterm score with the final score. If your final exam (percentage) grade is higher than your worst midterm (percentage) grade, then I will replace the worst midterm grade with your final exam grade. For example, if you have a 60% on your worst midterm and you receive an 80% on the final exam, I will replace the 60% by 80% in the computation of your course grade.

## Grading Information

You will receive the final grade based on the weighted average score on your performance. The grading weights are as follows.

- Exam I: 20 %
- Exam II: 20 %
- Final Exam: 30 %
- Programming Assignments: 20 %
- Project: 10 %

I first try scores of 90, 80, and 70 to cut off letter grades of A-, B-, and C-, respectively. If overall class performance is too low to use these cut offs, I set a cut off of C- to a lower score than the class total average but a higher score than 60 (this number may change), and divide the students' group above the cut off of C- into A+, A, A-, B+, B, B-, C+, C, C-. The rest of students will be given by a grade of D+,

D, D-, F or WU depending on their class performance.

## Classroom Protocol

- Policy on Academic Integrity
  - Any cheating on an exam will result in a grade of F in the class.
  - If duplicate programs are found, both the provider and the copier will receive 0 point on the assignment. A second offense results in a grade of F in the class.
  - Any incident of academic dishonesty will be reported to University for disciplinary action.
- Attendance: [University policy F15-12](http://www.sjsu.edu/senate/docs/F15-12.pdf) at <http://www.sjsu.edu/senate/docs/F15-12.pdf> states that "Students should attend all meetings of their classes, not only because they are responsible for material discussed therein, but because active participation is frequently essential to insure maximum benefit for all members of the class. Attendance per se shall not be used as a criterion for grading."
- Consent for Recording of Class and Public Sharing of Instructor Material : [University Policy S12-7](http://www.sjsu.edu/senate/docs/S12-7.pdf), <http://www.sjsu.edu/senate/docs/S12-7.pdf>, requires students to obtain instructor's permission to record the course:
  - "Common courtesy and professional behavior dictate that you notify someone when you are recording him/her. You must obtain the instructor's permission to make audio or video recordings in this class. Such permission allows the recordings to be used for your private, study purposes only. The recordings are the intellectual property of the instructor; you have not been given any rights to reproduce or distribute the material."
  - "Course material cannot be shared publicly without his/her approval. You may not publicly share or upload instructor generated material for this course such as exam questions, lecture notes, or homework solutions without instructor consent."

## University Policies

Per University Policy S16-9, university-wide policy information relevant to all courses, such as academic integrity, accommodations, etc. will be available on [Office of Graduate and Undergraduate Programs](http://www.sjsu.edu/gup/syllabusinfo/)™ [Syllabus Information](http://www.sjsu.edu/gup/syllabusinfo/) web page at <http://www.sjsu.edu/gup/syllabusinfo/>

## CS151 Object-Oriented Design, Spring 2018: Semester Schedule

Subject to change with fair notice at least one class period in advance. Students will be notified in class and/or via course web site should any changes occur. The dates in this table are specific to MW classes.

Week	Dates	Topics	Assignments
1	1/24	Introduction to CS151	
1	1/29	Object-Oriented Design Process	
2	1/31	Object-Oriented Design Process	
2	2/5	Object-Oriented Design Process	
3	2/7	Object-Oriented Design Process	Assignment 1 is out
3	2/12	Guidelines for Class Design	
4	2/14	Guidelines for Class Design	

4	2/19	Interface Types and Polymorphism	
5	2/21	Interface Types and Polymorphism	Assignment 2 is out
5	2/26	Interface Types and Polymorphism	
6	2/28	Interface Types and Polymorphism	
6	3/5	Patterns and GUI Programming	
7	3/9	MIDTERM I	
7	3/12	Patterns and GUI Programming	
8	3/14	Patterns and GUI Programming	Assignment 3 is out
8	3/19	Patterns and GUI Programming	Team Project is out
9	3/21	Patterns and GUI Programming	
	3/26	Spring Recess	
	3/28	Spring Recess	
9	4/2	Inheritance and Abstract Classes	Assignment 4 is out
10	4/4	Inheritance and Abstract Classes	
10	4/9	Inheritance and Abstract Classes	
11	4/11	Inheritance and Abstract Classes	
11	4/16	The Java Object Model	
12	4/20	Midterm II	
12	4/23	The Java Object Model	
13	4/25	The Java Object Model	
13	4/30	Frameworks	
14	5/2	Frameworks	
14	5/7	Multithreading	
15	5/9	Multithreading	
15	5/14	Multithreading, LAST DAY OF INSTRUCTION	
Final Exam		Section 1: Monday, May 21 0945-1200 Section 2 : Wednesday, May 16 0945-1200 Section 3: Thursday, May 17 0945-1200	