

**San José State University**  
**Department of Computer Science**  
**CS049J, Programming in Java, Section 1, Fall, 2016**

**Course and Contact Information**

<b>Instructor:</b>	Fabio Di Troia
<b>Office Location:</b>	DH282
<b>Telephone:</b>	
<b>Email:</b>	fabio.ditroia@sjsu.edu
<b>Office Hours:</b>	Friday, 11:00 – 13:00
<b>Class Days/Time:</b>	Tuesday/Thursday, 1:30-2:45 P.M.
<b>Classroom:</b>	MH233
<b>Prerequisites:</b>	Previous programming experience in a language other than Java.

**Course Format**

**Faculty Web Page and MYSJSU Messaging**

Course materials such as syllabus, handouts, notes, assignment instructions, etc. can be found on [Canvas Learning Management System course login website](#) at <http://sjsu.instructure.com>. You are responsible for regularly checking with the messaging system through [MySJSU](#) at <http://my.sjsu.edu> (or other communication system as indicated by the instructor) to learn of any updates.

**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.

**Learning Outcomes**

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

1. SLO 1 – Understand the syntax and language elements for the Java programming language
2. SLO 2 – write various Java programs that exercise the different Java language elements

## Course Learning Outcomes (CLO)

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

1. CLO 1 – implement simple game logic using array lists and classes
2. CLO 2 – implement a binary tree using Java constructs

## Required Texts/Readings

### Textbook

Core Java™ Volume I—Fundamentals (10th Edition), Horstmann; Prentice Hall (ISBN-10: 0134177304 / ISBN-13: 978-0134177304 )

### Other Readings

Java Concepts: Early Objects (8th Edition), Horstmann; Wiley (ISBN-13: 978-1119056454 / ISBN-10: 1119056454 )

## Course Requirements and Assignments

There will be one final exam, several programming assignments, several homework and quizzes. All the homework and programming assignments must be handed in electronically. Programs that are handed in after the due date will not be accepted.

## Final Examination or Evaluation

The final examination occurs in class and will be published on Canvas. If you cannot use a laptop to access Canvas, you can ask for a paper version.

## Grading Information

- Homework, 50 points.
- Quizzes, 50 points.
- Midterm, 100 points.
- Projects, 100 points.
- Final, 100 points

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](#) at <http://www.sjsu.edu/senate/docs/F13-1.pdf> for more details.

## Determination of Grades

Semester grade will be computed as a weighted average of the 5 scores listed above.

No make-up tests or quizzes will be given and no late homework (or other work) will be accepted. Also, in-class work must be completed in the section that you are enrolled in.

Nominal Grading Scale:

Percentage	Grade
92 and above	A
90 – 91	A-
88 – 89	B+
82 – 87	B
80 – 81	B-
78 – 79	C+
72 – 77	C
70 – 71	C-
68 – 69	D+
62 – 67	D
60 - 61	D-
59 and below	F

### Classroom Protocol

- **Cheating** will not be tolerated.
- Student must be respectful of the instructor and other students. For example, No disruptive or annoying talking.
- Turn off cell phones
- Class begins on time
- Valid picture ID required at all times

### 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' [Syllabus Information web page](http://www.sjsu.edu/gup/syllabusinfo/) at <http://www.sjsu.edu/gup/syllabusinfo/>

## CS049J / Programming in Java, Fall 2016, Course Schedule

This schedule is subject to change. Any change will be communicated via Canvas with fair notice.

### Course Schedule

Week	Date	Topics, Readings, Assignments, Deadlines
1	8/25	An Introduction to Java / The Java Programming Environment
1	8/30	Fundamental Programming Structures in Java
2	9/1	Fundamental Programming Structures in Java
2	9/6	Fundamental Programming Structures in Java
3	9/8	Objects and Classes
3	9/13	Objects and Classes
4	9/15	Objects and Classes
4	9/20	Objects and Classes
5	9/22	Inheritance
5	9/27	Inheritance
6	9/29	Inheritance
6	10/4	Inheritance
7	10/6	MIDTERM
7	10/11	Interfaces, Lambda Expressions, and Inner Classes
8	10/13	Interfaces, Lambda Expressions, and Inner Classes
8	10/18	Interfaces, Lambda Expressions, and Inner Classes
9	10/20	Exceptions, Assertions, and Logging
9	10/25	Exceptions, Assertions, and Logging
10	10/27	Exceptions, Assertions, and Logging
10	11/1	Generic Programming
11	11/3	Generic Programming
11	11/8	Generic Programming
12	11/10	Collections
12	11/15	Collections
13	11/17	Collections
13	11/22	Collections
14	11/29	Graphics Programming
14	12/1	Graphics Programming

<b>Week</b>	<b>Date</b>	<b>Topics, Readings, Assignments, Deadlines</b>
15	12/6	Event Handling
15	12/8	Event Handling
Final Exam	12/16	MH233, 12:15 – 14:30