San José State University
Department of Computer Science
CS049J, Programming in Java, Section 2, Fall, 2016

Course and Contact Information

Instructor: Fabio Di Troia

Office Location: DH282

Telephone:

Email: fabio.ditroia@sjsu.edu

Office Hours: Friday, 11:00 – 13:00

Class Days/Time: Tuesday/Thursday, 3:00-4:15 P.M.

Classroom: MH233

Prerequisites: 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 Leaning 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 and several homework. 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, 100 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 4 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 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

Week	Date	Topics, Readings, Assignments, Deadlines
15	12/6	Event Handling
15	12/8	Event Handling
Final Exam	12/20	MH233, 14:45 – 17:00