

San Jose State University
College of Science
Department of Computer Science
CS151, Object-Oriented Design, Summer 2021

Course and Contact Information

- Instructor: Dr. Suneuy Kim
- Office Location: MacQuarrie Hall 217 (MH217)
- Telephone: Please use email
- E-mail: 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

- Class Days/Time/Classroom
 - Lecture: MW 9:00 am - 11:00 am at Zoom (Meeting ID: 839 7550 4816, Password:442344)
- Office Hours:
 - MW 11:00 am - 11:30 am at Zoom (Meeting ID: 827 1106 9248, the waiting room is enabled.)
- Course Prerequisites:
MATH 42, and CS46B or an equivalent course to CS46B in Java
or
MATH42, and CS49J and an equivalent course to CS46B in non-Java
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

Topics	Weeks
Object-Oriented Design Process	1.5
Interface Types, Polymorphism, Lambda Expressions, and GUI programming	2
Design Patterns	1.5
Inheritance and Abstract Classes	1.5
The Java Object Model - Java Type Systems, java.lang.Object class, Serialization, Reflection, and Generics	1.5
Concurrent Programming	1
Midterm	0.5
Final	0.5
Total	10

Required Texts/Readings

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

Course Requirements and Assignments

- Programming Assignments and Project
 - Three or four individual programming assignments involving design and implementation. (All submitted programs should be original. For some assignments, you are allowed to borrow a code from the textbook. If this is the case, it will be clearly specified in the assignment description and you have to acknowledge it in the corresponding source code.)
 - 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.
 - 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. Team members will be graded individually based on the report and peer evaluation.
- Software
 - Programming Language: Java Platform SE 8 or higher
 - It is available on all Department machines.
 - [Download](#) at <http://www.oracle.com/technetwork/java/javase/downloads/index.html>
 - StarUML
 - [Download](#) at <http://staruml.sourceforge.net/en/download.phpa>
 - [StarUML Tutorial \(to start off\)](#) at <http://www.owl.net.rice.edu/~comp201/07-spring/info/staruml/>
 - [StarUML User Guide](#) at <http://staruml.sourceforge.net/en/documentations.php>
 - [Violet](#) at <http://horstmann.com/violet>
 - IDE:
 - [Eclipse](#) at <http://eclipse.org/>
 - [NetBeans](#) at <http://netbeans.org/>
- 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 practice. Other course structures will have equivalent workload expectations as described in the syllabus.

Evaluation (Exams)

- There will be one midterm exam and one comprehensive final exam. The dates of midterm exam is subject to change with fair notice, but the final exam date is firm and cannot be changed.
 - Midterm Exam : See the schedule below.
 - Final Exam: See the schedule below.
- Exams will be done on Canvas using LockDownBrowser with either internal or external webcam
- 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 midterm (percentage) grade, then I will replace the 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.

- Midterm: 30 %
- Final Exam: 37 %
- Programming Assignments: 22 %
- Project: 10 %
- Participation: 1% (poll in class)

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.
 - Code plagiarism checker tools (Jplag, MOSS, etc.) will be used to detect plagiarism against submissions from the current and past semesters. If plagiarism (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' Syllabus Information](http://www.sjsu.edu/gup/syllabusinfo/) web page at <http://www.sjsu.edu/gup/syllabusinfo/>"

CS151 Object-Oriented Design, Summer 2020: Semester Schedule

Students will be notified in class and/or via course web site if any changes occur.

Week	Dates	Topics	Assignments
1	6/2	Object-Oriented Design Process	
1	6/7	Object-Oriented Design Process	
2	6/9	Object-Oriented Design Process	
2	6/14	Interface Types, Polymorphism, Lambda Expressions, and GUI programming	
3	6/16	Interface Types, Polymorphism, Lambda Expressions, and GUI programming	
3	6/21	Interface Types, Polymorphism, Lambda Expressions, and GUI programming	
4	6/23	Design Patterns	
4	6/28	Design Patterns	
5	6/30	Design Patterns	
5	7/5	Design Patterns	
6	7/7	Midterm on Canvas	
6	7/12	Inheritance and Abstract Classes	

7	7/14	Inheritance and Abstract Classes	
7	7/19	Inheritance and Abstract Classes	
8	7/21	The Java Object Model	
8	7/26	The Java Object Model	
9	7/28	The Java Object Model	
9	8/2	Concurrent Programming	
10	8/4	Final Exam on Canvas	