



College of Science . Computer Science

Introduction to Programming: CS 46A (4 units)

Fall 2026: Section (Lecture) , 13 (Lab)

Contact Information:

Instructor	Dr. Tanjila Ahmed
Email	[SJSU email - update when available]
Office	[Office location - confirm]
Class Day/Time	T-Th / TBD
Classroom	TBD
Office Hours	

Course Description:

- Introduction to programming for anyone new to the field or who needs a refresher with basic Java programming syntax, object-oriented paradigm, control structures, iteration, etc. Hands-on activities in writing, compiling, executing, and debugging programs for solving real-world problems.
- Lecture 2.5 hours/lab 3 hours.
- Letter Graded
- Prerequisite(s): Math Enrollment Category M-I, M-II, or M-III, or MATH 1 with a grade of "C-" or better; and a major of Computer Science, Applied and Computational Math, Software Engineering, Forensic Science: Digital Evidence, or Undeclared; or instructor consent.

Course Policies and Expectations:

1. Students may be dropped from the class by the instructor for either of the following reasons:
 - Absence on the first day of class without notifying the instructor by the second day of class
 - Lack of required prerequisites
2. Do not ask for special treatment. The rules for this course apply equally to all students.
3. Cheating and plagiarism will not be tolerated.
 - No alteration or circumvention of the LockDown Browser is permitted.
 - Any violation will be reported to the Department and the University.
4. You will fail the course for:
 - Any cheating or plagiarism on a exam
 - Two instances of cheating or plagiarism on assignments or lab work
5. A score of zero will be given for any assignment involving cheating or plagiarism.
6. Do not share or post any course materials, including lecture slides, homework, or solutions, online.
7. Use of electronic devices during exams is not allowed unless explicitly stated otherwise.
8. You are responsible for regularly checking Canvas for announcements, readings, and assignments. Once the course begins, please use Canvas Inbox to contact the instructor for a faster response, as it is checked more frequently than university email.
9. The information in this syllabus is subject to change. Any updates will be clearly announced in class, and it is your responsibility to stay informed.

Consent for Recording of Class and Public Sharing of Instructor Material

University [Policy S12-7](#) requires students to obtain the instructor's permission before making any audio or video recordings of the course. Common courtesy and professional behavior require that you inform individuals when they are being recorded. You must receive explicit permission from the instructor to record any class sessions.

Any approved recordings may be used only for your personal study purposes. All recordings and instructor-generated materials are the intellectual property of the instructor, and permission to record does not grant you the right to reproduce, distribute, or publicly share this content.

You may not post, upload, or otherwise share instructor-generated materials for this course, including exam questions, lecture notes, recordings, or homework solutions, on public or private platforms without the instructor's explicit consent.

Attendance

University [Policy F69-24](#) states that students are expected to attend all class meetings, not only because they are responsible for the material discussed, but also because active participation is frequently essential to ensure maximum benefit for all members of the class.

Program Information, Diversity Statement

At San José State University, we are committed to creating a safe and respectful learning environment where students can explore, learn, and grow together. We strive to foster a diverse, equitable, and inclusive community that values, encourages, and supports students from all backgrounds, identities, and experiences.

Course Learning Outcomes

By the end of this course, students will be able to:

1. Analyze and explain the behavior of programs using fundamental programming constructs.
2. Write short programs using fundamental programming constructs, including standard conditional and iterative control structures.
3. Identify and correct syntax and logic errors in short programs.
4. Select between arrays and array lists for a given problem and write short programs using them.
5. Design and implement classes based on the attributes and behaviors of objects.
6. Create and initialize objects using classes and invoke methods to manipulate or retrieve object data.
7. Write clear and accurate Javadoc comments for classes and methods.
8. Write basic graphics programs that draw simple shapes.
9. Utilize interfaces and inheritance to define and implement common behaviors across classes and develop programs that leverage these shared behaviors.
10. Use an integrated development environment (IDE) and a debugger to write, test, and debug programs.

Course Materials

The required textbook for this course is Java: Early Objects, available through zyBooks. This course uses the zyBooks version of the text.

To access the zyBooks:

- Click on any zyBooks assignment link in the course Learning Management System (Canvas).
- Do not go directly to the zyBooks website to create a new account.
- Follow the prompts to subscribe.

Optional Textbook:

Big Java: Early Objects

Author: Cay S. Horstmann

Publisher: Wiley

Edition: 7th Edition

Course Requirements and Assignments

This course is delivered in person. All students are required to have access to a wireless laptop (running macOS, Windows, or a UNIX-based operating system) equipped with a camera and microphone, and capable of installing the required software. This device will be needed for all classes, labs, and exams.

Technology used in this course includes Canvas, Java programming, and an Integrated Development Environment (IDE).

Labs

Lab projects provide hands-on opportunities to apply concepts introduced in lecture and to strengthen Java programming skills. Most Fridays will include a scheduled lab session.

- Lab projects will be posted before the lab and are due same day 11:59 PM.
- Students typically complete the lab during the scheduled lab time.
- Lab projects are completed in pairs.
- To receive credit, each group must participate in a short exit interview covering lab material and quiz questions with the lab instructor or a learning assistant.

Lab Attendance and Credit Policies:

- Missing or submitting inadequate lab work four times will result in failure of the course.
- After three missed or inadequate labs, you must schedule a meeting with the instructor.
- If you cannot attend a lab due to illness, you must notify the lab instructor before your lab section begins to arrange alternatives.
- To make up a missed lab, you must contact the lab instructor and complete the exit interview and/or lab report during office hours.
- Makeup labs earn at most half credit (5/10).
- A makeup lab still counts as a missed lab.

Midterm Exams

- Midterm exams will be given during lectures.
- Makeup midterm exams are granted only in cases of verifiable emergency.
- Midterm exam dates listed in this syllabus are approximate and subject to change.
- Any student who cheats on a midterm exam will fail the course immediately.

Final Exam

- The final exam will be cumulative.
- Makeup final exams are granted only if:
 - There is a verifiable emergency or illness, or
 - The student has more than two final exams within a 24-hour period and notifies the instructor at least two weeks before the last class meeting.
- Any student who cheats on the final exam will fail the course immediately.

Quizzes

Weekly quizzes will be administered throughout the semester. These quizzes are intended to help students stay current with course material and to identify areas of confusion for both students and the instructor.

Technology Requirements

Students must have access to an electronic device (laptop, desktop, or tablet) with a camera and built-in microphone, as well as a reliable Wi-Fi connection.

Students who do not have access to the required technology may use SJSU's free equipment loan program. If you experience technology or connectivity issues, please contact the instructor as soon as possible.

Grading Information

Final grades will not be adjusted or rounded. For example, a final score of 89.99% earns a B+, not an A–. Incomplete grades will not be given.

Late submissions are not accepted, except in cases of verifiable emergencies (e.g., documented medical emergencies or family death certificates).

Grading Scale

- 97.00% – 100% A+
- 94.00% – 96.99% A
- 90.00% – 93.99% A–
- 87.00% – 89.99% B+
- 84.00% – 86.99% B
- 80.00% – 83.99% B–
- 77.00% – 79.99% C+
- 74.00% – 76.99% C
- 70.00% – 73.99% C–
- 67.00% – 69.99% D+
- 64.00% – 66.99% D
- 60.00% – 63.99% D–
- Below 60.00% F

Grade Breakdown

- **Quizzes:** 15%
- **zyBooks Homework:** 5%
- **Lab Work/Exam:** 20%
- **Participation Exercises:** 5%
- **Homework:** 5%
- **Midterm 1:** 15%
- **Midterm 2:** 15%
- **Final Exam:** 20%

Total: 100%

University Policies

In accordance with **University Policy S16-9**, relevant university policies that apply to all courses, including student responsibilities, academic integrity, accommodations, adding and dropping courses, consent for recording of class sessions, and available student services (such as learning assistance, counseling, and other resources), are available on the **Syllabus Information** web page: <https://www.sjsu.edu/curriculum/courses/syllabus-info.php>

Students are responsible for reviewing this information and being aware of all applicable university policies and resources.

Course Schedule

Week	Lecture Dates	Lecture Topics	HW	Lab Date	Lab Activity
W0	Aug 20	Introduction	—	—	No Lab
W1	Aug 25-27	First Java Program, Variables, Objects	HW1	Aug 27	Lab 1
W2	Sep 1-3	String, Methods, Class Implementation I	HW2	Sep 3	Lab 2
W3	Sep 8-10	Class Implementation II, Graphics	HW3	Sep 10	Lab 3
W4	Sep 15-17	Arithmetic, basic I/O	HW4	Sep 17	Lab 4
W5	Sep 22-24	Conditional Statements	HW5	Sep 24	Lab 5
W6	Sep 29-Oct 1	Loops	HW6	Oct 1	Lab 6
W7	Oct 6-8	Midterm 1 , Arrays	HW7	Oct 8	Lab 7 (Exam 1)
W8	Oct 13-15	2D Arrays, ArrayLists	HW8	Oct 15	Lab 8
W9	Oct 20-22	Designing Classes, Inheritance, and Polymorphism	HW9	Oct 22	Lab 9
W10	Oct 27-29	Interfaces and Abstraction	HW10	Oct 29	Lab 10
W11	Nov 3-5	Object-Oriented Design; Case Studies	HW11	Nov 5	Lab 11
W12	Nov 10-12	Midterm 2 , Input/Output	HW12	Nov 12	Lab 12 (Exam 2)
W13	Nov 17-19	Exception Handling and Packages	HW13	Nov 19	Lab 13
—	—	Thanksgiving Break	—	—	No Lab
W14	Dec 1-3	Unit Tests; Comprehensive Review	HW14	Dec 3	Lab 14
Final Exam	Tuesday Dec 15	Final Exam - TBD			

Participation Assignments: Each lecture includes an in-class participation assignment. Students work on it during class and must submit both parts by 11:59 PM the same day.

zyBooks Challenge Activities: One challenge activity is assigned each week on zyBooks. It is due by 11:59 PM the following Sunday.

Homeworks: One homework is released every week. It is due by 11:59 PM the following Sunday.