91-875
Introduction to Java Programming
(12 weeks)

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91-875Web Page: http://www.cmu.edu/blackboard

COURSE DESCRIPTION

This course provides an introduction to Java Programming. Topics include creating a Java application and applet, manipulating data using methods, decision making and repetition with reusable objects, arrays, loops, and layout managers using external classes, creating menus and button arrays using the abstract windows, swing interfaces with sorting and searching, writing data to a sequential data file, using collections and strings in a reusable class, understanding abstract classes and interfaces, accessing databases using JDBC, and utilizing servlets for Web applications.

TEXTBOOK AND SUPPLIES

Shelly Cashman Starks Mick (ISBN: 0-7895-6833-0)

A zip disk for your datafiles
Two 3 ½” floppy disks

GRADING

<table>
<thead>
<tr>
<th>Course Grade</th>
<th>Points</th>
<th>Approximate % of Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>Announced examinations (4)</td>
<td>400</td>
<td>50%</td>
</tr>
<tr>
<td>Unannounced quizzes (4)</td>
<td>100</td>
<td>12.5%</td>
</tr>
<tr>
<td>Laboratory and out-of-class assignments</td>
<td>300</td>
<td>37.5%</td>
</tr>
<tr>
<td>Extra credit</td>
<td>50</td>
<td></td>
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</tbody>
</table>

Point System: 800 total assigned points; 850 total possible points with extra credit.

A  >= 720
B  >= 640
C  >= 560
D  >= 420
COURSE POLICIES

Student Conduct In Class Policy

Any acts of classroom disruption that go beyond the normal rights of students to question and discuss with instructors the educational process relative to subject content will not be tolerated, in accordance with the Academic Code of Conduct described in the Student Handbook.

Children In Class Policy

Only in extreme cases are children allowed in classroom or laboratory facilities, and then only with approval of the instructor and CMU management prior to class.

Electronic Devices In Class Policy

Cellular phones, pagers, CD players, radios, and similar devices are prohibited in the classroom and laboratory facilities. Calculators and computers are prohibited during examinations and quizzes, unless specified. Reasonable laptop-size computers may be used in lecture for the purpose of taking notes.

Examination Policy

Four announced examinations and four unannounced quizzes will be given. No make-up exams will be allowed without prior arrangements being made. Make-up exams must be taken when scheduled. No quiz make-ups are allowed.

Preparing for Examinations: Attend lecture and read the chapters. At least 90% of the questions are taken directly from the reading material. Review the Chapter Summary section at the end of each chapter and step through the Homework Assignment exercises at the end of each chapter.

In Case You Are Late or Absent: It is your responsibility to get the course notes, handouts, and laboratory assignments should you miss class or be late. In nearly every case, lecture notes will be available on the 91-875 Web page.

Appeals Policy

To appeal a grade, send an e-mail to your instructor's e-mail address within two weeks of the grade having been received. Overdue appeals will not be considered.

Incomplete Policy

Students will not be given an incomplete grade in the course without sound reason and documented evidence as described in the Student Handbook. In any case, for a student to receive an incomplete, he or she must be passing and must have completed a significant portion of the course.
Cheating Policy

Students are expected to uphold the Heinz School standard of conduct relating to academic honesty. Students assume full responsibility for the content and integrity of the academic work they submit. The guiding principle of academic integrity shall be that a student's submitted work, examinations, reports, and projects must be that of the student's own work. Students shall be guilty of violating the honor code if they:

1. Represent the work of others as their own.
2. Use or obtain unauthorized assistance in any academic work.
3. Give unauthorized assistance to other students.
4. Modify, without instructor approval, an examination, paper, record, or report for the purpose of obtaining additional credit.
5. Misrepresent the content of submitted work.

The penalty for violating the honor code is severe. Any student violating the honor code is subject to receive a failing grade for the course and will be reported to the Office of Student Affairs. If a student is unclear about whether a particular situation may constitute an honor code violation, the student should meet with the instructor to discuss the situation.

For this class, it is permissible to assist classmates in general discussions of computing techniques. General advice and interaction are encouraged. Each person, however, must develop his or her own solutions to the assigned projects, assignments, and tasks. In other words, students may not "work together" on graded assignments. Such collaboration constitutes cheating. A student may not use or copy (by any means) another's work (or portions of it) and represent it as his/her own. If you need help on an assignment, contact your instructor or the TA, not other classmates.

Disabilities Policy

In compliance with the Americans with Disabilities Act (ADA), all qualified students enrolled in this course are entitled to “reasonable accommodations.” Please notify the instructor during the first week of class of any accommodations needed for the course.

Laboratory Policy

Although the laboratory assignments comprise approximately 40% of a grade, a student can receive a final grade no greater than a D if more than three laboratory assignments are not handed in. Laboratory assignments receiving less than a 50% score are considered not turned in.
TUTOR ASSISTANCE

Tutors may not be available in the open lab in the laboratory facility; great efforts are made to have help available.

CONSULTANT ASSISTANCE

Consultants in the open lab are on duty to assist you with hardware and software problems. If your computer malfunctions or your printer is out of paper, go to the main desk and ask a consultant for help. The consultants are not laboratory assistants and, therefore, are not responsible for answering specific laboratory homework questions.

EXTRA CREDIT

You may complete any Programming Assignments exercise at the end of a project for 5 points, up to a maximum of 15 points. Each Programming Assignments exercise must come from a different chapter. Extra credit is due before the final examination begins on the day of the final.

VIEWING YOUR 91-875 GRADES

1. All grades will be made available on Blackboard
2. Since this is a programming course, grades may not be posted within 24 hours of receipt; the instructor may need additional time to complete and post assignments.

It is your responsibility to check grades throughout the semester and report grade discrepancies to your instructor.

LECTURE, LABORATORY, AND EXAMINATION SCHEDULE

You are expected to read each assigned project prior to the lecture. Lectures will be short, to the point, and will discuss the highlights of the project for that week. Most of the class time will be spent working on your Laboratory assignments.

Weekly Laboratory assignments can only be handed in immediately BEFORE lecture begins the following week. Laboratory assignments handed in after lecture begins the following week are considered late.

No assignments will be accepted more than two weeks late. Assignments handed in during the week after they are due are penalized 25%. Assignments handed in during the second week after they are due are penalized 50%. Plan to spend approximately six to eight hours each week working on laboratory assignments.
Make sure your name, student ID, and exercise number appear in the upper-left corner. If an exercise has multiple sheets, then staple them together. Do not staple different assignments together. Disorganized assignments (pages out of order, mislabeled, unreadable, etc.) will receive a grade of zero. If there are multiple sheets to be handed in, sequence them according to the order you were told to print them in the exercise. Some exercises are to be handed in on a floppy disk.

“Do Java Chapter 1” in the Laboratory Assignment column means “do the entire project on a PC.”

**PLEASE NOTE: THIS SCHEDULE IS SUBJECT TO CHANGE** based on variables beyond our control. Weather, comprehension, understanding, computing -- play a role in accomplishing this schedule. Due diligence will be held to maintain this schedule.

<table>
<thead>
<tr>
<th>Week</th>
<th>Reading Assignment</th>
<th>Laboratory Assignment</th>
<th>Test Points</th>
<th>Lab Points</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>Chapter 1 – An Introduction to Java Program and Design</td>
<td>Do Chapter 1 and Chapter 1 Programming Assignments 1, 3 and 5, Page 1.37</td>
<td>25</td>
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<tr>
<td>2</td>
<td>Chapter 2 – Creating a Java Application and Applet</td>
<td>Do Chapter 2 and the Chapter 2 Debugging Assignment, Page 2.75</td>
<td>25</td>
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<tr>
<td>3</td>
<td><strong>Exam 1</strong></td>
<td>Do Chapter 3 and Chapter 3 Programming Assignment 3, Page 3.82</td>
<td><strong>100</strong></td>
<td><strong>25</strong></td>
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<tr>
<td>4</td>
<td>Chapter 4 – Decision Making and Repetition with Reusable Objects</td>
<td>Do Chapter 4 and Chapter 4 Homework Assignments, Page 4.73 and Programming Assignment 10, Page 4.86</td>
<td>25</td>
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<tr>
<td>5</td>
<td><strong>Exam 2</strong></td>
<td>Do Chapter 5 and Chapter 5 Debugging Assignment, Page 5.67</td>
<td><strong>100</strong></td>
<td><strong>25</strong></td>
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<tr>
<td>6</td>
<td>Chapter 6 – Creating Menus and Button Arrays Using the Abstract Windows Toolkit</td>
<td>Do Chapter 6 and Chapter 6 Programming Assignment 5, Page 6.52</td>
<td>25</td>
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<td>7</td>
<td>Chapter 7 – Swing Interfaces with Sorting and Searching</td>
<td>Do Chapter 7 and Chapter 7 Homework Assignments, Pages 7.50 – 7.55</td>
<td>25</td>
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<td>8</td>
<td>Chapter 8 – Writing Data to a Sequential Data File</td>
<td>Do Chapter 8 and Chapter 8 Programming Assignment 9, Page 8.46</td>
<td>25</td>
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<td>9</td>
<td><strong>Exam 3</strong></td>
<td>Do Chapter 9 and Chapter 9 Debugging Assignment, Page 9.61</td>
<td><strong>100</strong></td>
<td><strong>25</strong></td>
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<td>10</td>
<td>Chapter 10 – Understanding Abstract Classes and Interfaces</td>
<td>Do Chapter 10 and Chapter 10 Homework Assignments, Pages 10.69 – 10.74</td>
<td>25</td>
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<tr>
<td>Chapter</td>
<td>Title</td>
<td>Assignment</td>
<td>Total</td>
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<tr>
<td>11</td>
<td>Chapter 11 – Accessing Databases Using JDBC™</td>
<td>Do Chapter 11 and Chapter 11 Programming Assignment 5, Page 11.87</td>
<td>25</td>
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<tr>
<td>12</td>
<td>Chapter 12 – Utilizing Servlets for Web Applications</td>
<td>Do Chapter 12 and Chapter 12 Debugging Assignment, Page 12.99</td>
<td>25</td>
<td></td>
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<tr>
<td>13 Final Exam</td>
<td>Review Chapters 1-12; Final Exam is comprehensive</td>
<td></td>
<td>100</td>
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