CSCI 70900 - Programming in a high level language

Department Of Computer Science

Hunter College, CUNY

Summer Semester 2021

Professor William Sakas

Office Hours: TBA And By Appointment

Course Description

Programming in a high level language introduces students to computer programming and goes well beyond an introductory class. The course will provide an overview of a language such as Java language and dive into important programming concepts including object-oriented programming, inheritance, exception handling, debugging techniques and more.

Schedule

- June 28 - July 8, Monday - Friday 9:00 - 3:00

Grading

• 80%: Projects/programming assignments (listed by topic)

• 20% : Participation

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

- 1. Understand the basics of object oriented computer programming including classes, methods, variables, data flow, data types and data structures.
- 2. Write programs of moderate complexity
- 3. Acquire data from outside sources and use programming techniques to analyze data and visualize results.
- 4. Use techniques from the field of computer science and apply them to problems in other fields.

Texts

Text https://books.trinket.io/thinkjava/

Standards Summary

| Area | Standards covered |
|---------------------|-------------------|
| IC | 3 |
| CT | 1,2,4,5,6,7,8,9 |
| DL | 4,5,6 |

Prework (each topic includes a programming assignment)

See specific pre-work topic web page for readings, assignment and other details (https://github.com/hunter-teacher-cert/pre-work).

- 1. Setting up a Java development environment and GitHub
 - DL 4,5,6
- 2. Your first Java program.
- 3. data Types
- 4. Void methods
- 5. Conditionals
 - Standards
 - CT 8
- 6. Value Methods
- 7. Loops
 - Standards
 - CT 6, 8
- 8. Arrays
 - Standards
 - CT 2,5,7
- 9. Craps game program (project)
 - Standards
 - IC 3
 - CT 4.7

Topics

- 1. June 28
 - Prework review
 - toolset (Repl.it, Javac, Git, GitHub, Editor)
 - Lab game of Nim
 - Standards
 - DL 4,5,6
 - CT 4,6,7,8
 - IC 3
- 2. June 29
 - 1D arrays
 - Lab Simplified Mancala
 - Assignment Mancala enhancement
 - Standards

- CT 2,5,7

- 3. June 30
 - Fundamental Recursion
 - Lab recursion lab (Fibonacci 3 ways)
 - Divided Difference square root approximation
 - assignment square root approximation implementation
 - Standards

- CT 4,5,9

- 4. July 1
 - Reading: https://chortle.ccsu.edu/Java5/Notes/chap49C/ch49C_1.html
 - lab: 2D Array lab
 - Conway's game of life and Cellular Automata overview
 - lab + assignment: Conway's Game of Life implementation
 - Standards

- CT 9

- 5. July 2
 - Conway's game of life continued
 - other CA
 - GOL as Turing Machine
 - Optional: 2D Graphics in Java (Think Java Appendix B)
 - Standards

- CT 1,4,7,10

- 6. July 6
 - Introduction to classes Classes
 - Reading: Think Java Chapters 10 and 11
 - lab: Time Class lab
 - SuperArray introduction
 - lab / assignment: SuperArray part 1
 - Standards

- CT 6,10

- 7. July 7
 - SupperArray review and part 2 discussion
 - lab: SuperArray part 2
 - Assignment: SupperArray enhancements
 - Standards

- CT 4,5,6

- 8. July 8
 - Sorting
 - N^2 sorts
 - lab: n^2 implementation and analysis
 - Searching
 - lab: binary search lab
 - Standards
 - CT 6,7

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