

# COM 118, 119: Structured Programming, Object-oriented Programming

American University of Central Asia  
Software Engineering Department

## 1 Course Information

### Course Codes

COM 118  
COM 119

### Course IDs

4322  
4357

### Prerequisite

COM-119, Object-oriented Programming or COM-223, Algorithms and Data Structures  
COM-410, Computer Architecture and Organization

### Credits

6

### Professors, TAs, Time, Place

Lecture (Michael Brady): Monday 14:10–15:25, TBD  
Lecture (Michael Brady): Wednesday 14:10–15:25, TBD  
Lab (Dmitrii Shostak): Thursday 10:50–12:05, G31  
Lab (Dmitrii Shostak): Thursday 12:45–14:00, G31  
Lab (Dmitrii Shostak): Thursday 14:10–15:25, G31  
Lab (Dmitrii Shostak): Friday 12:45–14:00, G31  
Lab (Dmitrii Toksaitov): Wednesday 9:25–10:40, G30  
Lab (Dmitrii Toksaitov): Wednesday 12:45–14:00, G30  
Lab (Dmitrii Toksaitov): Friday 12:45–14:00, G30  
TA Consultations (Bektur Umarbaev): By appointment

### Course Repository

<https://github.com/auca/com.118-119>

### Class Discussions

<https://piazza.com/auca.kg/fall2019/com118>  
<https://piazza.com/auca.kg/spring2020/com119>

## 2 Contact Information

### Professors

Michael Brady  
brady\_m@auca.kg  
Dmitrii Shostak  
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Dmitrii Toksaitov  
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### Teacher Assistant

Bektur Umarbaev  
umarbaev\_b@auca.kg

### Office

AUCA, room 315

### Office Hours

By appointment throughout the work week  
Remotely through Skype on Saturday and Sunday from 12:00 to 18:00

## 3 Course Overview

This course helps to equip students with essential skills needed for structured and object-oriented programming. At the completion of the course, students should understand fundamental programming concepts such as flow control, objects, classes, methods, procedural decomposition, inheritance, and polymorphism; be able to write simple applications using most of the capabilities of the Java programming language and apply principles of good programming practices throughout the process.

At the end of the course student should be able to research, analyze, design, develop, and maintain functioning software systems in accord to the goals of the AUCA Software Engineering Department and the 510300 IT competency standard (OK 17, 17, 115).

## 4 Topics Covered

### Structured Programming

- Week 1–2: Introduction to the Process of Software Development (6 hours)
- Week 3–5: Selections (9 hours)
- Week 6–9: Loops (9 hours)
- Week 10–13: Methods (9 hours)
- Week 14–16: Single- and Multidimensional Arrays (9 hours)

## Object-oriented Programming

- Week 1–3: Objects and Classes (9 hours)
- Week 4–6: Inheritance and Polymorphism (9 hours)
- Week 7–8: Abstract Classes and Interfaces (6 hours)
- Week 9–10: Exception Handling (6 hours)
- Week 11–12: GUI and Computer Graphics Basics (6 hours)
- Week 13–14: Generics and Container Classes (6 hours)
- Week 15–16: Working with I/O (6 hours)

## 5 Exams

### 5.1 Lectures

Students will have to take a midterm and final examinations on topics discussed during lectures. Each exam is in the form of a quiz with a set of open and multiple-choice questions.

### 5.2 Labs

Students will have eight laboratory tasks, get a number of problems from an Online Judge System, and have to finish two projects developing real-world applications. Students will have to defend their work to the instructor during separate midterm and final examination sessions.

## 6 Course Materials, Recordings and Screencasts

Students will find all the course materials on GitHub. We hope that by working with GitHub, students will become familiar with the Git version control system and the popular (among developers) GitHub service. Though version control is not the focus of the course, some course tasks may have to be submitted through it on the GitHub Classroom service.

Every class is screencasted online and recorded to YouTube for students convenience. An ability to watch a class remotely **MUST NOT** be a reason not to attend the class. Active class participation is necessary to succeed in this course.

## 7 Reading

Intro to Java Programming, Comprehensive Version, 10th Edition by Y. Daniel Liang (AUCA Library Call Number: QA76.73.J38 L5218 2011, ISBN-13: 978-0133761313, ISBN-10: 0133761312)

## 8 Grading

### 8.1 Lectures

- Attendance/participation (5%)
- Midterm (10%)
- Final (15%)

### 8.2 Labs

- Labs 1–4 (16%)
- Online Judge Problems (10%)
- Project #1 (9%)

**Midterm Defense** (Labs + Online Judge Problems + Project #1)

- Labs 5–8 (16%)
- Online Judge Problems (10%)
- Project #2 (9%)

**Final Defense** (Labs + Online Judge Problems + Project #2)

### 8.3 Total

- 100% is formed from lecture exams (30%) and lab exams (70%).

### 8.4 Scale

- 92%–100%: A
- 85%–91%: A-
- 80%–84%: B+
- 75%–79%: B
- 70%–74%: B-
- 65%–69%: C+
- 60%–64%: C
- 55%–59%: C-
- 50%–54%: D+

- 45%–49%: D
- 40%–44%: D-
- Less than 40%: F

## 9 Rules

Students are required to follow the rules of conduct of the Software Engineering Department and the American University of Central Asia.

### 9.1 Participation

Active work during the class may be awarded with up to 5 extra points at the instructors discretion.

Poor student performance during a class can lead to up to 5 points being deducted from the final grade.

Instructors may conduct pop-checks during classes at random without prior notice. Students **MUST** be ready for every class in order not to lose points.

### 9.2 Attendance

Lecture classes has 5% attendance/participation part.

More than three misses on practice classes without reason will result in 10 points being deducted from the student for every day. If a student has health/family/personal emergency, he **MUST** notify the instructor in advance (e.g., through e-mail). The student **MUST** also provide valid proof afterward. Without prior notice and valid proof, the miss will still be counted.

### 9.3 Questions

We believe that a question from one student is most likely a question that other students are also interested in. That is why we encourage students to use Piazza to ask questions in public that other students can see and answer and **NOT** ask them through E-mail in private **UNLESS** the question itself is about private matters to discuss with the professor.

### 9.4 Late Policy

Late submissions and late exams are not allowed. Exceptions may be made at the discretion of the professor only in force-majeure circumstances.

### 9.5 Incomplete

As with late exams, the grade I may be awarded only in exceptional circumstances. The student must start a discussion on getting the grade I with the instructors in advance and not during the last week before the final exams.

## 9.6 Academic Honesty

Plagiarism can be defined as an act or an example of copying or stealing someone else's words or ideas and appropriating them as one's own. The concept of plagiarism applies to all tasks and their components, including program code, abstracts, reports, graphs, statistical tables, etc.

In addition to being unethical, this indicates that the student has not studied the given material. Tasks written from somewhere for 10% or less will be assessed accordingly or will receive a 0 at the discretion of the teacher. If plagiarism is more than 10%, the case will be transferred to the AUCA Disciplinary Committee.

Students are not recommended to memorize before exams, as this is a difficult and inefficient way to learn; and since practice exams consist of open questions designed to test a student's analytical skills, memorization invariably leads to the fact that the answers are inappropriate and of poor quality.

On this course teamwork is NOT encouraged. The same blocks of code or similar structural pieces in separate submissions will be considered as academic dishonesty, and all parties will get zero for the task.

The following are examples of some common acts of plagiarism:

1. Representing the work of others as their own
2. Using other people's ideas or phrases without specifying the author
3. Copying code snippets, sentences, phrases, paragraphs or ideas from other people's works, published or unpublished, without referring to the author
4. Replacing selected words from a passage and using them as your own
5. Copying from any type of multimedia (graphics, audio, video, Internet streams), computer programs, graphs or diagrams from other people's works without representation of authorship
6. Buying work from a website or from another source and presenting it as your own work