COM 116, Programming I, Lectures

American University of Central Asia
Software Engineering Department

1 Course Information

Course ID
COM 116, 2967

Course Repository
`https://github.com/auca/com.116`

Place
AUCA, room 410

Time
Tuesday 9:25
Tuesday 12:45

2 Contact Information

Instructor
Toksaitov Dmitrii Alexandrovich
toksaitov_d@auca.kg

Office
AUCA, room 315

Office Hours
Monday 12:45–14:45
Tuesday 10:50–12:45, 14:00–16:00
Wednesday 12:45–14:45
Friday 14:00–16:00

3 Course Overview

This course helps to equip students with basic skills needed for object-oriented programming. At the completion of the course students should understand fundamental object-oriented concepts such as object, class, method, inheritance and polymorphism; be able to write simple applications using most of the capabilities of Java and apply principles of good programming practices throughout the process. This course is designed for Software Engineering majors and minors.

4   Exams

Students will have to take midterm and final examinations. The examinations are based on topics discussed during lectures. The examinations will have the form of a quiz with a set of multiple choice and open questions.

5   Reading

Introduction to Java Programming, Comprehensive, 8th Edition by Y. Daniel Liang (AUCA Library Call Number: QA76.73.J38 L5218 2011, ISBN: 978-0132130806)

6   Grading

- Midterm (20%)

- Final (20%)

  Grading information for laboratory classes is available at `https://goo.gl/3vJnTu`.

  – 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

7   Rules

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

Team work is NOT encouraged. The same blocks of code or similar structural pieces in separate works will be considered as academic dishonesty and all parties will get zero for the task.