



School of Information Technology, KMUTT

Course Outline 2/2017

CSC105 Computer Programming II

Tues 13.00–14.50 CB2306

Thur 08.30–10.20 Train 1 & 2

Lecturer: Chonlameth Arpnikanondt
Contact: 02-470-9890 or chonlameth@sit.kmutt.ac.th or chonlameth@gmail.com
Textbook: Stuart Reges and Marty Stepp, “*Building Java Programs: A Back to Basics Approach, 4e*,” Pearson, 2016
Office Hours: Monday 1200 – 1330; Thursday 1200 – 1330
(Please allow time for your questioning).

<u>Evaluation</u>	Midterm	20 %
	Final	30 %
	Programming Exam & Pop Quizzes	20 %
	Greenfoot Assignments	10 %
	Hackathon	10 %
	Class contributions	10 %

Tentative Schedule

01. (16 / 18 Jan)	}	Class introduction
		Getting to Know Greenfoot
02. (23 Jan / 25 Jan)	}	String manipulation
03. (30 Jan / 01 Feb)		
04. (06 Feb / 08 Feb)		Recursion
05. (13 Feb / 15 Feb)	}	Testing and Debugging
06. (20 Feb / 22 Feb)		Unit Testing
07. (27 Feb / 01 Mar)		Testing techniques and programming styles

**** 05 Mar – 13 Mar Midterm**

08. (--- Mar / 15 Mar)	}	Java Collections Framework
09. (20 Mar / 22 Mar)		
10. (27 Mar / 29 Mar)		
11. (03 Apr / 05 Apr)		Database
** 09 Apr – 16 Apr		Songkran Recess
12. (17 Apr / 19 Apr)	}	Introduction to GUI Programming
13. (24 Apr / 26 Apr)		
14. (01 May / 03 May)		
15. Week of 08 May		Greenfoot D-Day (Date/Time TBA)
16. (15 May – 24 May)		Finals
17. (TBA)		Programming Examination
18. (25 – 29 May)		CS@SIT Hackathon (Tentative)

Tasks details and other related notes:

Self-Learning Greenfoot:

- All students will undergo the life-long-learning experience by conducting one's own study of the Greenfoot game framework.
- The students are expected to present a Greenfoot game at the end of the semester based on the given rules.
- The students are expected to follow the timeline given by your mentors for the in-session discussion of the Greenfoot framework.

Mentoring Sessions and CS@SIT Hackaton Pre-Sessions:

- Mandatory weekly tutorial session by the mentor for his team
- Group mentors may deduct up to 5% off the contribution for NOT attending the tutorial sessions

Contribution (10%):

- Each student must contribute to the class by maintaining the project wiki.
 - This component is accounted for 5% of your final grade
 - No copy & paste is permitted. The post will be checked against paperrater.com & WCopyfind
 - Tentatively, we'll be using *Wikispaces Classroom*. More details will come later...

- Another contribution component is coming from class and mentoring session attendance and participation. It is worth 5%

Programming Exam (10%):

- Will be done ONCE at the end of the semester
- Grade will be based on “correctness first”
- Penalty will be applied for bad coding style
- Questions will primarily involve problem solving

Pop Quizzes (10%):

- Pop quizzes are designed to test your accumulative understanding of the subject. You should continually review the class materials.
- As the name suggests, it could be at any time and in any form.

Plagiarism:

- Plagiarism is intolerable and will receive severe punishment
- All plagiarized work will get **–(maximum_score)** for that particular assignment
- If the original owner of the work cannot furnish solid evidence to eliminate collusion, all parties will be punished

Grade:

- To pass, will need 50 or more
- Will be based on “CURVE”