

CIT 249: Java II

Spring 2013

Instructor: Vicky Hardin
Office: Jefferson Community and Technical College – Southwest Campus
Business Building 100J
Office Hours: Monday: 10:00am-3:00pm
Tuesday: 10:45am-11:45am and 1:30pm-4:00pm
Wednesday: By appointment only
Thursday: 10:45am-11:45am and 1:30pm-4:00pm
Friday: By appointment only
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This course supports the college's mission to offer career-oriented programs designed to prepare students for immediate technical or semi-professional employment.

Course Description:

This course is a continuation of Java Programming I. Students learn input and output streams, networking, advanced graphical user interface features, and the benefits of object oriented techniques such as encapsulation, inheritance, etc.

Course Student Learning Outcomes:

At the completion of this course the student can:

1. Design and develop programs that use advanced GUI components.
2. Design and develop programs that use input and output streams including character and binary streams.
3. Design and develop programs that use multithreading.
4. Design and develop programs that use polymorphism.
5. Design and develop programs that use inheritance.
6. Design and develop programs that use recursion.
7. Design and develop programs that introduce mobile application concepts.
8. Design and develop programs that incorporate other advanced features of Java programming.
9. Evaluate and critique effectiveness and efficiency of code.

Program Student Learning Outcomes:

This course introduces or reinforces the following learning outcomes of the Computer Information and Technologies program.

Technical Core:

1. Analyze, design, implement, and document simple applications.

Computer Programming Track:

1. Demonstrate proficiency in problem solving and critical thinking skills in programming.
2. Demonstrate proficiency in programming.

Required Text:

Introduction to Java Programming 9th edition by Y. Daniel Liang. Publisher: Prentice Hall. ISBN-13: 978-0-13-293652-1 or ISBN-10: 0-13-293652-6.

Other Requirements:

TextPad or another IDE. TextPad can be downloaded free of charge at <http://www.textpad.com>. This is an evaluation copy that does not expire. You can also such IDEs as Eclipse or NetBeans.

Java 2 SDK version 1.7.0 or higher. This can be downloaded free of charge at <http://java.sun.com/javase/downloads/index.jsp>.

Zip utility for compressing assignments. A free zip utility can be downloaded at <http://camunzip.com>. If you have Windows Vista, or Windows 7 you will have a zip utility automatically available to you. To add files in zip format all you have to do is select the files, click your right mouse button and choose Send To > Compressed (zipped) folder.

Android SDK which can be downloaded at <http://developer.android.com/sdk>. This is a free download. We will not use this until the end of the semester. You must have the Java Development Kit installed prior to installed the Android SDK. Installation instructions can be found in the lecture notes on the chapter covering Mobile Applications.

Eclipse which can be downloaded free of charge at <http://www.eclipse.org/downloads/>. Download the Eclipse Classic 4.2.1 version. You can use Eclipse as your IDE if you wish.

Grading Scale:

Grades will include tests, program assignments, and homework/labs. All scores will be added together.

A	100-90%
B	89-80%
C	79-70%
D	69-60%
E	Below 60%

Total possible points this semester are 2535 points. Breakdown of points is:

2281-2535 points	A
2028-2280 points	B
1775-2027 points	C
1521-1774 points	D
Below 1521 points	E

Note: A grade no higher than a "D" will be given if the Final programming assignment IS NOT submitted. This assignment is part of the course, and will determine your knowledge of the subject at the end of the semester. Be forewarned on this requirement.

Class Policies:

ACCESS TO COURSE MATERIALS ONLINE: There will be a link to a "Syllabus Agreement" on the "Getting Started" page of the online course content in Blackboard. You are to read the syllabus and take this test at the very beginning of the semester. Access to all course materials are dependent upon you earning 100% on this test. The results of the test are not calculated in the final grade. You WILL NOT have access to course materials such as lectures, labs, tests, programming assignments are the final until you earn 100% on this test.

ATTENDANCE: This course is an online course and as such attendance is not taken. However, I will check to make certain you are logging in on a regular basis. Assignments are due at specific times so you must keep up with the due dates. All lectures are available online and will activate at specific times. I am required to report students who are not participating in this course. If you are on financial aid and are not participating in this course you can jeopardize your financial aid.

COMMUNICATIONS: Students can contact me with questions anytime during the week. I will not answer questions on weekends or holidays. I will respond to email no later than 4:30pm during the week on days I do not have classes on campus. I have classes on campus on Tuesdays and Thursdays so the latest I will respond to questions on those days is 3:30pm. Assignments can be submitted on weekends. This is for the student's convenience. I recommend that you look over the directions for assignments ahead of time. Should you have questions about an assignment over the weekend, send me an email using blackboard's Messages feature, or leave a message on the discussion board. The "Messages" feature can be found under the Communication link on the course site. I will answer questions either on Monday or the day after the holiday should the holiday fall on a Monday. The scheduled holidays for this semester are as follows:

Date	Holiday
January 21, 2013	Martin Luther King Day - Holiday
February 18, 2013	President's Day - Holiday
March 18-24, 2013	Spring Break - Holiday

Other Important Days to Remember

Date	Explanation
January 14, 2013	First Day of Class
January 18, 2013	Last day to drop without "W"
March 11, 2013	Last day to withdraw WITHOUT the instructor's permission. Note: see section on withdrawal policies

Assignments

LABS: This course is a combination of lecture and lab. You will spend a great deal of the time on labs. Once the labs are completed, you are required to upload them to the course site. Each lab assignment has a separate drop box. If the lab assignment consists of multiple files the assignment **MUST** be compressed as a zip file. There are several free zip utilities available. If you do not have a zip utility let me know and I will direct you to a location in which you can download a free one. Also, Microsoft XP has a zip utility built in. Labs are due on the day listed in the schedule. If the lab is a program, you are required to submit the compiled file (.class extension) along with the program file. Each lab is worth between 20-60 points depending on the difficulty. **Note: you will only be able to submit an assignment once. The drop box will accept only one submission. If the submission consists of multiple files and the files have not been compressed using a zip utility, I will not grade the assignment and you will lose the points! Allot yourself a minimum of 2 ½ hours per week on labs. This is the same amount of time students in on campus classes spend on labs.**

NOTE: All assignments are due at 11:59pm on the day specified. This is Eastern Time NOT Central Time. If due dates are altered an announcement will appear on the course site ahead of time. Since I am using a new edition of the textbook, I may alter due dates as I see necessary.

PROGRAMMING ASSIGNMENTS: At least one programming assignment will be assigned after the completion of every chapter we cover, with the exception of the chapter covering Mobile Applications, and chapter 32. Each assignment will be graded and you will be required to turn them in by uploading them, and all compiled files, to the course website. The programming assignments are to be uploaded to the website as a zip file. The difference between programming assignments and labs are that the programming assignments will require you to write programs based on what you have learned. Step-by-step directions will not be part of these assignments. You will receive instructions to simply write a program. **Note: I WILL NOT accept assignments that HAVE NOT been zipped. I want to again caution you that you can submit the programming assignment only once.**

Programming assignments **WILL NOT** be accepted pass the due date. It is absolutely imperative that you complete each of these assignments. These assignments are a large part of your grade in this class. In order to learn Java you must have hands-on experience. Programming Assignments for each chapter will equal twice the amount of points assigned to the chapter labs. For example if the chapter had two labs worth a total of 80 points, the sum of the programming assignments for the chapter will be worth 160 points. The total points will be divided between the programming assignments for the chapter in cases where multiple programming assignments were assigned.

Allot yourself enough time to complete these assignments. The amount of time spent on them depends on the individual student. Some students may have to allot an additional 5 hours per week while others need more or less time. Do not hesitate to ask questions if you do not understand how to start an assignment or want me to look over what you have done to see that you are on the right track. I only ask that you do not wait to ask for help on the day the assignment is due.

PRACTICE TESTS: There will be practice tests made available to you that you can take as many times as you wish. There is one for each chapter that we will cover. Some of the questions will be on the regular test.

TESTS: There will be three tests during the semester. Tests will be scheduled on the dates listed on the schedule. Each test will consist of 50, 2 point questions that are randomly selected from the practice tests. You will be given 1 hour and 15 minutes to complete each test. If you go over this time limit 5 points per minute will be deducted from your score. Each question will be worth 2 points for a total of 100 points. You may take each test twice, with the highest score counting towards your grade for the test. However questions are randomly selected so you may have different questions in the second attempt.

FINAL: There will be a final for this course. You will have 2-3 weeks to complete it. It will consist of a programming assignment to show how much you have learned during the semester. Although I will help point you in the right direction on chapter programming assignments, I will not help on this assignment. You may ask questions about the directions but that is all. It will be worth 300 points.

You **cannot** drop the final. You must take the tests during the week they are scheduled. See the note on tests.

EXTENSIONS: Each student will be allowed one extension on chapter assignments (labs and programming assignments). An extension of one week past the due date will be allowed. There will be no extensions allowed on tests or the final, or any assignments due during finals week which starts on May 6th.

WITHDRAWAL: You may withdraw from the class up until March 11th without my signature. I will not sign a withdrawal slip except under extreme circumstances. Proof of those circumstances will be required. **Note to students on financial aid: if you withdraw from a class before completing 60% of the course you will be held responsible for paying back the financial aid you received.**

INCOMPLETE GRADES: No incompletes will be given in this class except under extreme circumstances and only if it is apparent that you are passing this course and have already completed all assignments except the final exam and/or the last programming assignment.

POLICY ON CHEATING AND PLAGIARISM: Refer to *Student Code of Conduct*. I will fail any student caught cheating. All work turned in should be your work alone.

GRIEVANCE PROCEDURE:

1. Instructor
2. Program Coordinator (Steve DiPaola, 213-7355)
3. Division Chair (Bruce Jost, 213-7264)
4. Dean of Academic Affairs (Dr. Katy Varner, 502-213-7320)

ADDED NOTES:

Under the Schedule link there is a tentative schedule of what will be covered and at what time. I will follow this schedule as much as possible. This should give you ample time to go over lectures and practice what has been taught. Please ask questions of me if you have them. **DO NOT** sit back and refrain from doing so. The only dumb question is the one that was not asked. If you have a question probably someone else in class has the same one but is reluctant to ask. I **NEVER** consider any question dumb.

“Students with disabilities, who require accommodations (academic adjustments and/or auxiliary aids or services) for this course, must contact the Access*Ability Resource Center on the appropriate campus, as soon as possible. Please DO NOT request accommodations directly from the professor or instructor.”

Downtown, Technical, and Carrollton Campuses of JCTC:

Terri Martin – Director
Downtown Campus
VTI Building – Suite 319
(502) 213-2375
TTY: (502) 213-2477 or (502) 213-2478
terrif.martin@kctcs.edu

Southwest, Shelby County and Bullitt County Campuses of JCTC:

Nancy Birkla – Disability Resource Manager
Southwest Campus
Student Community Building – Room 103
(502) 213-7120
nancy.birkla@kctcs.edu

Students with Hearing Loss or Deafness

Students in need of accommodations related to a hearing loss or deafness should register with the Deaf & Hard of Hearing Services (DHHS) office within the ARC on the downtown campus. Services include interpreting, note taking, and provision of ALD devices.

Venetia Lacy—Interpreter and Coordinator of DHHS
Downtown Campus
VTI Building – Suite 319
(502) 213-4218
venetia.lacy@kctcs.edu

In order to be considered for disability-related accommodations in an online class, you must first be registered to receive disability services at your home campus.

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