CSE 1301   Programming & Problem Solving I   Fall 2014

SYLLABUS

Lecture Meeting Times: Monday 17:00 - 19:00 *and* Saturday: 08:00 – 10:00   *place:* CS class
Lab Times: Thursday: 07:30 – 10:30   *place:* Computer Lab

Instructors: M. FOGAING Christian / M. MEKONTSO Herman
Lab instructor: M. MEKONTSO Herman
Website: http://www.pkfinstitute.com/

Means of Communication:

     Email: nomtema@gmail.com
              metchiha@gmail.com

Required Text: Java 5 Illuminated (Chapters 1 - 8), by Julie Anderson & Herve Franceschi,
           Jones and Bartlett 2005, ISBN 0-7637-1667-7

Pre- / Co- requisite: CS 1002 and MATH 1113

Overview: This course provides an introduction to computer science with a focus on structured programming. Topics include an overview of programming, problem-solving and algorithm development, simple data types, arithmetic and logical operators, selection and repetition structures, and arrays. Emphasis is placed on the techniques of good programming style and how to design, implement, debug, and programs documentation using an object-oriented programming approach.

Objectives:
1. Accurately use primitive data types and arithmetic expressions in programs.
2. Apply basic programming structures in program solutions, including logical expressions, selection, and repetition.
3. Define and use classes in program solutions.
4. Solve programming problems which include array handling, searching, and sorting.
5. Develop correct, efficient, and documented code.
6. Compile and run programs in the Windows environment.

Grading Plan:	1000 points	Grading Scale:	These are minimums. The final grades will be determined by distribution.
400 points	Assignments	900 +	A
200 points	Lab Grade	800 - 899	B
50 points	Test 1	700 - 799	C
100 points	Midterm	600 - 699	D
150 points	Final	below 600	F
100	Class Participation		
Extra credit	Quizzes, misc.		

Tentative Class Calendar

Wk	Monday	Saturday
1	9/01 Introduction	9/06 Ch 1 – Introduction
2	9/8 Ch 1 cont.	9/13 Ch 1 cont., Ch 2 – Java Basics
3	9/15 Ch 2 cont.	9/20 Ch 2 cont
4	9/22 Ch 3 – Using Classes	9/27 Ch 3 cont.
5	9/29 Ch 4 – Intro to Applets & Graphics	10/04 Ch 4 cont
6	10/06 Ch 4 – / review	10/11 **Test 1**
7	10/13 Ch 5 – Selection	10/18 Ch 5 cont.
8	10/20 Ch 5 cont.	10/25 Ch 6 – Looping
9	10/27 Ch 6 cont.	11/01 Ch 6 cont.
10	11/03 Review/ Make up classes	11/08 **MIDTERM EXAM**
11	11/10 Ch 7 – User Defined Classes	11/15 Chap 7 cont.
12	11/17 Chap 7 cont. (In class example)	11/22 Chap 7 cont. (In class example)
13	11/24 Chap 8 – Arrays	11/29 Ch 8 cont
14	12/01 Ch 8 cont. (Arrays worksheet)	12/06 Make up/catch up classes
15	12/08 Review	12/13 Review
16	12/15 **FINAL ???**	

Tentative Lab Calendar

09/04	1	Lab 1 – Introduction to Java
09/11	2	Lab 2 – Data Types, Arithmetic Operators
09/15	3	Lab 3 – Methods & Using Classes
09/25	4	Lab 4 – Applets
10/02	5	Makeup Class/exam correction
10/09	6	Lab 5 – If / else, switch
10/16	7	Lab 6 – Selection
10/23		Lab 7 – Loops
10/30		Lab 7 (B) – Loops part II
11/06	8	Make up class/Exam correction
11/13	9	Lab 8 – Class definition
11/20	10	Lab 9 – Class definition
11/27		Lab 10 – Arrays
12/04..00000	11	Lab 11 – Arrays S&S

Class Rules:
1. Students are responsible for all announcements and assignments made in class.
2. Students are expected to do their own work for all assignments unless otherwise indicated by instructor. Group discussion and study of the assignments are permitted, but, when you begin to prepare your assignment to turn in, all collaboration must cease. If collaboration is suspected, the grade will be a 0. Multiple occasions of collaboration will earn you an academic dishonesty F for the course.
3. All assignments are due *AT MIDNIGHT* on the day indicated.
4. Late programs will be accepted *UP TO ONE WEEK AFTER THE ORIGINAL DUE DATE*.
5. Late programs will be penalized 5 points per day (including weekends, not including holidays), up to the final acceptance date. After that, the value of the program will be 1 point.
6. Early programs are rewarded 5 points per day (including weekends, not including holidays), up to 3 days early. Should you turn in an assignment a week early, you will still only earn 15 additional points. This is to encourage you to START EARLY and DO NOT PROCRASTINATE! Programs must compile and produce correct results for a majority of the test cases to get early bonus points.
7. If a class is cancelled for any reason, any assignment due that day will immediately be due the next scheduled class period. Any topic or test scheduled for that day will occur the next scheduled class period.
8. Class attendance and participation is expected. Meaningful and relevant class discussion is strongly encouraged as can be seen in the grading plan.
9. All current PKFOKAM INSTITUTE OF EXCELLENCE policies will apply.

Lab Rules:
1. Students are expected to attend lab each day that a lab is scheduled.
2. Labs are expected to be done and completed during lab time. Each lab is worth a maximum of 15 points.
3. Students may chose to work in groups of 2 for lab assignments. Groups may be assigned or chosen, depending on the lab by the instructor.
4. If you have more than 2 missed lab grades (grades of 0), your final grade for the course will be penalized 1 letter grade.
5. Labs are due at the end of the lab period. Any lab turned in "late" will be worth a maximum of 1 point.

6. If a student must miss a lab due to class cancellation, holidays, illness, work travel or other valid excuse, he/she must make alternate arrangements with the instructor.

Assignment Policies:

When turning in your assignments, **it must start with a cover sheet** followed by the program listing (source code with comments), followed by the output. All assignments must be stapled, in a binder or otherwise fastened together. Program assignments will be graded heavily for correct results, but emphasis will also be placed upon accurate and neat documentation as well as effective and proper use of the Java language.

All programming assignments must include the student's name and the assignment number.

For Lab Assignments, please add the following line to the end of your source program:
    System.out.println("Coded by _____"); //enter your(s) name(s) here
Remember that everyone is working on the same lab…without your name, We don't know whose it is! We need the front page from your lab assignment, followed by what is required for each lab. For each set of partners we only need 1 copy of the lab.

Turning in Programs:
1. Turn in programs on the day of class, at the beginning of class. (preferred)
2. Turn in programs to the PKFOKAM front office, and ask that they be time/date stamped.
   You may email your assignments (source code and output) to your instructors at
   nomtema@gmail.com and metchiha@gmail.com. A printed copy **must** be turned in to me at the next class period or it will be counted late as when the printed copy is received. If the printed copy does not match the email, the printed copy will be graded and counted as received on that date.
3. You will be required to submit a hardcopy of the assignment. In addition, all students must submit an executable version of an assignment upon request.

Assignment Cover Sheet

When turning in your programming assignments (not labs), you must include a signed copy of the cover sheet. Basically in this course, the honor code pledge asserts that work which you submit as being your own really is your own. Closed lab work is expected to be done in pairs and is the time to ask for help…from anyone in the lab. Use the lab time to learn the material and gain the confidence to complete the programming assignments. The programming projects must be designed and coded by the individual student – if you need help, please see the instructor or lab assistant. You are not allowed to copy another student's work or have someone else do the assignment for you. Tests/quizzes must be taken by each individual student in a supervised classroom with no electronic devices available.

In the case of programs there is sometimes a gray area as to what constitutes "your own work." Clearly, taking someone else's code and permuting it by changing comments, procedure order, variable names, etc. is rampant plagiarism; it is not "your own work." Suppose instead that you talk with a friend about the algorithm, and then code up that algorithm, is that plagiarism? I would say no. The intellectual challenge of this course is to take abstract algorithms, objects, or ideas and make them work. You may freely get help understanding the algorithm, objects, or idea - but you must make it work. The line I draw is: "if you actually look at another person's code (or let someone look at yours) you are stepping over the line."

If you are found in violation of the honesty pledge, you will receive an academic dishonesty "F" for the course.

Cover Sheet:

Name: _____

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Assignment #_____

Instructors: M. Fogaing /M. Mekontso

Honor Pledge

On my honor as a student, I have neither *given* nor *received* unauthorized aid on this assignment.

Signed _____