CS 1302 – Computer Science II
University of West Georgia
Fall 2019

Class meeting

Location: TLC 1-210
Credits: 4
Meeting Days: Tuesday, Thursday
Meeting Time: 11:00am – 12:15pm
Supplemental Instruction:

- Section 3 - Thursday, 12:30 – 1:20pm, TLC 1-210 (Dr. Remshagen)
- Section 4 - Thursday, 3:30 – 4:20pm, TLC 1-210 (Dr. Stanescu)

Instructor

Dr. Ana Stanescu
TLC 2217
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https://www.westga.edu/~astanesc/
Office Phone: 678-839-6294

Office hours

- Mon, Wed 10:00am – 1:00pm
- Tue 2:00pm – 5:00pm
- Thu 12:30pm – 1:30pm
- By appointment.
  Please check my schedule first: https://www.westga.edu/~astanesc/calendar.html
  Note: You will have to be logged into your school email account in order to view it.

Pre-requisites: CS 1301 Minimum Grade: B

Catalog Description

This course continues the exploration of theory, abstraction, and design in computer science as the students develop more complex software in a high-level programming language. This course may not be attempted more than two times without department approval.

Course Content

This course covers advanced object-oriented concepts such as inheritance, abstract classes, interfaces, polymorphism, and design patterns. You will also learn about graphical user interfaces (GUI), input/output with files and exception handling.

Tentative Schedule

Below are some important dates. Note that the exam dates are tentative. Any changes to the schedule will be announced in class.

Aug 14 – 20	Open drop
Aug 23 – 27	Roster Verification (Students who do not attend will be dropped from this course. Your attendance will be verified by submissions through the course website, not presence in class meetings. The most recent day of attendance is considered to be the day of the most recently submitted work through the course website. Viewing resources on the course website is not considered as attendance for the purpose of roster verification.)
Sep 2	Labor Day/no class
Sep 17	Exam 1
Oct 2/Oct 3 – 4	No class/Fall Break
Oct 9	Withdrawal deadline
Oct 24	Exam 2
Nov 25 – 29	Thanksgiving Break
Dec 5	Last class meeting
Dec 10, 11am – 1pm*	Exam 3

* see also UWG Academic Calendar

Resources

• Textbook

There is no required textbook for this class. If you like to study with a textbook or you really want a reference book, I recommend one of the following books:

- Cay Horstmann, Java Concepts: Early Objects
- Y. Daniel Liang, Introduction to Java Programming, Comprehensive Version

Note that we will not follow closely any textbook in this course.

• Online Resources

- Bradley Kjell, Introduction to Computer Science using Java
- Java 11 API Specification
- Oracle Java Tutorials

• Software

All software for this class is freely available online. We will be using

- OpenJDK 11
- Eclipse IDE for Java Developers with
  - EGit (included in Eclipse)
  - Checkstyle Plugin

- E(fx)clipse Plugin
- JAutodoc
- Scene Builder

Hardware
The hardware below is required if you choose to complete the work on your own computer. Otherwise, you will need to use UWG computer labs to complete all your work.

- A reasonably modern computer.
- A broadband network connection.

Grading
Your final letter grade will be based on the performance in the following areas:

9 Lab assignments	9% (each 1%)
3 Projects	29% (9%, 10%, 10%)
3 Exams	57% (each 19%)
SI & participation	5%

There will be no opportunity for make-up work or extra credit.

Grading Scale
The final grade calculation follows the 10-point grading scale:

A ≥ 90%, B ≥ 80%, C ≥ 70%, D ≥ 60%, F < 60%

Note that points will not be rounded for the purpose of final grade calculation. For example, a total of 79.99 points will result in a C in this course.

Lab assignments
Lab exercises will allow you to apply and extend concepts and techniques covered in lecture and the assigned readings. Help will be available from the instructor and csX assistants.

Projects
Projects are bigger, closer to 'real world' applications than lab assignments. They are for you to practice problem-solving as you implement concepts we discuss in class. Please note that

- You are not allowed to ask the TAs for help with projects.
- You are not allowed to help or get help from other students.
- The instructor will not be available for questions on the day the project is due.

Exams
There will be three exams. The exams will be given in class. Each exam will build on the previous material but will focus most heavily on the material since the previous exam. If you miss an exam for a legitimate reason, you need to inform the instructor at least two weeks beforehand, I will gladly give you a makeup. The makeup exam may be an oral exam. Please do not be offended if I ask for documentation for an excused absence. If you miss an exam without a legitimate reason then you will receive a zero.

Supplemental Instructions & Participation
In order to better grasp the materials covered in class, we provide additional supplemental instruction (SI) classes. Additional exercises will be given and questions will be answered during the time. You are required to complete the exercises and get checked off by the instructor or TA to get the SI credit. Attendance will be taken in the SI sessions.

Class attendance is required. I will not take attendance in regular class meetings, but you are expected to take notes and to participate in class, and you are encouraged to ask questions. You are responsible for everything you miss if you must skip class.

Submissions
You have to follow the submission directions. Only work that meets the submission requirements is accepted for grading. In particular, all work has to be submitted before the deadline. For grading purposes, it does not matter when you finished your solution. It only matters if your work was turned in as directed before the deadline. Even if your grandmother declares under oath that you completed the work before her eyes before the due date, your work will not be accepted for grading. Note that a submission through Moodle follows the time on the Moodle server, not the time on your computer, phone, watch or your inner clock.

Similarly, the time of a tag on Bitbucket is the tag time as displayed on Bitbucket for submission purposes. Under no circumstances are email submissions accepted, not even before the deadline.

The instructor reserves the right to randomly select a sample of students to explain their work on the labs or projects. Inability to explain what you have handed in will lower your grade.

Getting Help
Be proactive and make sure you understand the course material before we move on to new material in the class. Consult your resources, like notes, slides, or an online textbook, for example, go through all examples. If you still have problems, there is help:

- The csX Lab in TLC 1-115 provides free, one-on-one peer face-to-face and online assistance. See http://www.cs.westga.edu/CSX/HomePage for details. The assistants in the csX Lab cannot help you with your projects but you can ask your instructor for help on projects
- Consult with your instructor during office hours or by appointment.

No help is available on the day a project is due.

Academic Integrity
Students are encouraged to discuss and help each other understand the materials covered in the class. However, academic honesty is required. The lab assignments, projects, and exams you submit must be your own work. The instructor reserves the right to ask any student to explain any work they have submitted. If one cannot explain

their work, a lower mark or zero may be assigned. If evidence of cheating is found by the instructor, the students involved (both the sources and recipients of the work) will be disciplined, regardless of to what extent the source claims they know about their work being used. In other words, you are responsible for your work. Protect your own work.
The disciplinary actions include:

- A zero for the assignment at the first incident
- A Failing grade for the course at the second incident

The incident will also be reported to the Office of Community Standards so that they can determine if further disciplinary action is warranted. The University policies for handling Academic Dishonesty are found in the following documents:

- The Faculty Handbook, sections 207 and 208.04
- Student Handbook: "Rights and Responsibilities"; Honor Code

Examples of Academic Honesty and Dishonesty

Below is a list of some examples of academic honesty and dishonesty; obviously, this is not a complete list covering all circumstances. If you are unsure whether a certain behavior violates academic integrity, please talk to the instructor.
You are acting honestly if you

- Receive advice from the instructor
- Share knowledge with other students about syntax errors, coding tricks or other language-specific information that makes programming easier
- Engage, with other students, in a general discussion of the nature of an assignment, or the requirements for an assignment
- Engage, with other students, in discussion of course concepts or programming strategies in preparation for an assignment or examination

You are acting dishonestly if, unless specifically authorized by the instructor, you:

- Turn in the work of any other person (former students, friends, textbook authors, people on the Internet, etc.) and represent it as your own work
- Copy material (code, documentation, etc.) from the work of another student
- Deliberately transform borrowed sections of code or other material in order to disguise their origins
- Collaborate with an/other person/s on a project and fail to inform the instructor.
- Use unauthorized materials during an open-book or closed-book examination, or communicate during an examination in an unauthorized way with another person.

Communication

Communicate with the instructor and other students often and actively during the semester to benefit more from this course via face-to-face meetings, email, and Google Hangouts. Your questions and views may help not only you but also the other students better understand the subject. I will try my best to assist you in achieving the learning objectives of this course.
If you send me an email, please use proper email netiquette. In particular:

- Indicate the course number CS1302 in the subject are so that I know which course it is for.

- Use proper grammar, punctuation, and spelling.
- Don't use abbreviations and acronyms.
- Write down your full name in the message body.

Check your email at least once every day.
Announcements, like updates on assignments, will be sent by email and posted on the forum Announcements.

Advice
If you encounter problems understanding a particular concept or while working on assignments, avoid saying things like "I don't understand anything", "I am totally confused", "I don't know where to start", etc. Instead, try to identify where you have gotten lost. You should then be able to say "I understood A, B, and, C, but when you started talking about D, I didn't see how...." A more precise question helps us identify faster the problem that you are having. Remember, part of being a good learner is being able to formulate questions as precisely as possible.

Please note! Important information regarding the University Policies
For important policy information, i.e., the UWG Honor Code, Email, and Credit Hour policies, as well as information on Academic Support and Online Courses, please review the information found in the Common Language for Course Syllabi documentation at http://www.westga.edu/UWGSyllabusPolicies/. Additions and updates are made as institution, state, and federal standards change, so please review it each semester.