Computer Science 170
Introduction to Computer Science
Spring 2001

TEXT: Java Software Solutions, Second Edition Update, by Lewis and Loftus

INSTRUCTOR: Dr. Sandra Rucker

OFFICE: Seney 115C - Math Offices

COURSE CONTENT: This course will consist of material related to the concepts of Object-Oriented software development; an introduction to Software Engineering; an in-depth study of Java applets and applications; an introduction to HTML; the uses of Graphical User Interfaces (GUI); an introduction to arrays, vectors, strings; and an introduction to different sorting and searching procedures.

GOALS: On completion of the course, students who successfully complete this course will know about the software life cycle; begin to understand how to analyze software in terms of class design of requirements; explain the difference between a Java application and a Java applet; explain the advantages of encapsulation and the use of Java modifiers to accomplish this; define and use arrays for basic data structures; comprehend the basics of the Graphics class and its role in design of Applets; define polymorphism and demonstrate its usefulness in programs.

GRADING: Grades will be determined by student performance on exams, laboratory assignments, quizzes, and a comprehensive final exam.

2	exams @ 175	350
9	Lab Reports @ 40	360
4	Quizzes @ 20	80
1	final exam	210
Total		1000

In general,

A	900 – 1000
B	800 - 899
C	700 - 799
D	600 - 699
F	Below 599

HOMEWORK: The textbook homework problems will not be collected but are to benefit you. The assigned problems will not be collected but will form the basis for class discussions and lecture. You will need to stay current with the assignments. To do well in this class, the average student will need to study about 3 hours outside of class for every class meeting or about 6 hours per week. Preparing lab reports and studying for exams will take additional time.

ATTENDANCE: You are expected to attend classes since you are responsible for work covered in class. An inordinate amount of absences will be handled in accordance with school policies. You are expected to take exams at the scheduled times. Generally, no make-up exams will be given. If an extraordinary event occurs, it will be handled on an individual basis.

LABORATORY ASSIGNMENTS: The due date for each laboratory report will be specified by the instructor during class time or printed on the laboratory. Late laboratory reports will not be accepted. Laboratory reports should be prepared and/or printed by students before class time, and submitted during class time. Programs on specified laboratories should be stored in students' assigned directories. Do not submit laboratory assignments via email. Laboratory assignments submitted via email will not be graded.

QUIZZES: Announced and unannounced quizzes may be given. No make-up quizzes will be given.

HONOR CODE: THE HONOR CODE OF OXFORD COLLEGE APPLIES TO ALL WORK SUBMITTED FOR CREDIT POINTS TOWARD YOUR GRADE. ALL SUCH WORK WILL BE PLEDGED TO BE YOURS AND YOURS ALONE. YOU PLEDGE THAT WITH YOUR SIGNATURE.

COURSE TOPICS:

Thursday, January 18	Chapter One - Computer Systems
Tuesday, January 23	Chapter Two – Objects and Primitive Data
Thursday, January 25	Chapter Two – Objects and Primitive Data
Tuesday, January 30	Chapter Three – Program Statements
Thursday, February 1	Chapter Three – Program Statements
Tuesday, February 6	Chapter Four - Writing Classes
Thursday, February 8	Chapter Four - Writing Classes
Tuesday, February 13	Review for Exam One

Thursday, February 15	Exam One Chapters One to Four
Tuesday, February 20	Chapter Five – Enhancing Classes
Thursday, February 22	Chapter Five – Enhancing Classes
Tuesday, February 27	Chapter Six - Arrays and Vectors
Thursday, March 1	Chapter Six - Arrays and Vectors
Tuesday, March 6	Chapter Seven - Inheritance
Thursday, March 8	Chapter Seven - Inheritance
March 12-16	Spring Recess
Tuesday, March 20	Chapter Eight - Exceptions and I/O Streams
Thursday, March 22	Chapter Eight - Exceptions and I/O Streams
Tuesday, March 27	Chapter Nine - Graphical User Interfaces
Thursday, March 29	Chapter Nine - Graphical User Interfaces
Tuesday, April 3	Chapter Ten – Software Engineering
Thursday, April 5	Chapter Ten – Software Engineering
Tuesday, April 10	Review for Exam 2 Chapters Five to Ten
Thursday, April 12	Exam Two
Tuesday, April 17	Chapter Eleven - Recursion
Thursday, April 19	Chapter Eleven - Recursion
Tuesday, April 24	Chapter Twelve - Data Structures
Thursday, April 26	Chapter Twelve - Data Structures
Tuesday, May 1	Review for Final Exam
Monday, May 7	Final Exam, 9:00 – 12:00