

GUYNES's CLASS RULES

During the lecture portion of the class [the first 2 hours], all laptops, all cellphones, all Ipads, all PDAs, etc. must be turned off and put away. They cannot be on the desktop, and absolutely no texting is allowed during class. Bring paper and pencil and your text to take notes in.

We will break every 50 minutes [2:50-3:00 and 3:50-4:00], so that you can catch up on your texting and phone calls, but then come back to class and turn everything back off.

During the lab portion of class [the last hour] you may have your laptops turned on to do BCIS 3630 work, or you may work in the COB computer labs. Please do not distract your classmates!!

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COURSE WEBSITE

<http://www.coba.unt.edu/itds/courses/bcis3630/bcis3630.htm>

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TEXTBOOK:

Starting Out with JAVA, 5th Edition, by Tony Gaddis
ISBN:0-132-85583-6 buy at bookstore or at Amazon:

http://www.amazon.com/Starting-Out-Java-Control-Structures/dp/0132855836/ref=la_B001I9Q67I_1_3?ie=UTF8&qid=1344106024&sr=1-3

COURSE OBJECTIVES:

This course is an introduction to business computer programming and design in a corporate environment. The primary focus is on the information systems function in support of corporate activities. Students will learn business problem solving using JAVA PROGRAMMING in a microcomputer environment.

JAVA TOPICS COVERED

JAVA program types, creating an application, applets, syntax, variables, literals and identifiers, methods, expressions, swing, , print, println. primitive data types, arithmetic operators, cast operation, final, string class, dialog boxes, joptionpane, scope, scanner class methods, , decision structures, if-else, relational operators, nested ifs, logical operators, precedence, switch and the case structure, decimal format class, printf method, selection, exception handling, try/catch, repetition, formatting, loops, while loop, nested loop, file input and output, methods, passing arguments, local variables, classes, instance fields, constructors, overloading methods and constructors, scope of instance fields, packages, import statements, iteration, instance, string arrays, arrays of objects, arrays, loops, external classes, table/arrays, arraylist class

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Be CERTAIN to install JAVA in:

C:\Program Files\Java OR IN

C:\Program Files (x86)\Java

Do not install it anywhere else or JGrasp will not work !!!!!!!

If you messed up - uninstall it - and reinstall it.

CLICK BELOW TO DOWNLOAD AND INSTALL JAVA

<http://www.oracle.com/technetwork/java/javase/downloads/jdk-7-netbeans-download-432126.html>

CLICK THE LINK BELOW TO DOWNLOAD AND INSTALL THE JGRASP IDE
WHICH WE WILL USE TO RUN ALL OF OUR JAVA PROGRAMS:

<http://www.jgrasp.org/>

Do not miss class the first 3 weeks or you will be 'HOPELESSLY LOST'.

REMEMBER - BE CERTAIN THAT YOU download and install Java ONLY in :

C:\Program Files\Java. or (x86)

if not uninstall it - and reinstall it, BECAUSE the "bin" folder and the "lib" folder
MUST BE INSTALLED under:

C:\Program Files\Java\jdk1.7.0_63\bin or (x86) *

and

C:\Program Files\Java\jdk1.7.0_63\lib or (x86) *

****You may use ANY jdk1.7.0_20 ... 45, etc. INSTEAD OF jdk1.7.0_63***

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NEXT:

Open Control Panel on your Windows Computer - [Start--->Control Panel]

Click the "System Icon [or the word "system"]

Click the "Advanced" tab [or the words "advanced system settings"]

Click the "Environment Variables" button at the bottom of the box

Under "System variables" look for a variable named "Path" [Note "System variables" is the bottom dialog box NOT the first one.]

Path tells software programs such as JGrasp where to find the "JAVA" executable file. Path variables are separated by a ' ; '.

Click on the "Path" variable under "System variables" and click Edit

Go to the end of the text in the "Variable value" field and type the following :

" ;C:\Program Files\Java\jdk1.7.0_63\bin; " or (x86)

Please be very careful that you add the text to the End of the existing information that you see, and be sure that you type the " ; " along with the rest of the information stated above. Click OK

The next step is to set the CLASSPATH variable.

IF the "CLASSPATH" variable ALREADY EXISTS do the following:

Click on the "CLASSPATH" variable under "System variables" and click Edit

Go to the end of the text in the "Variable value" field and type the following :

" ;C:\Program Files\Java\jdk1.7.0_63\lib; " or (x86)

Please be very careful that you add the text to the end of the existing information that you see, and be sure that you type the " ; " along with the rest of the information stated above. Click OK

IF the "CLASSPATH" variable DOES NOT EXISTS do the following:

Click the New button below the "System variables" dialog box

Type "CLASSPATH" in the Variable name field

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Type the following in the Variable value field:

" C:\Program Files\Java\jdk1.7.0_63\lib; " or (x86)

Click OK, OK, OK

JGRASP software basics

1. Open the .java file you want to compile, so you can run it or debug it for logic errors.
2. Click the 'Toggle line numbers' ICON to turn on line numbering.
3. Click the 'Compile file' ICON to check for syntax errors. [fix any errors you find]
- 4a. When you have NO syntax errors, click the 'Run application for current file' ICON.
- 5a. If you still have a LOGIC error, set a breakpoint on the line where you want to start debugging and then click the 'Run debugger on current file' ICON.

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SCHEDULE:

AUG 26 Downloading and installing JDK and setting PATH variables SEE NOTES ABOVE
 INSTALLING JGRASP FOR DEBUGING

LECTURE from INTRODUCTORY EXAMPLES programs that you *downloaded and printed*

SEPT 2 Start Lecture from Gaddis chapters 1 and 2

SEPT 9 Finish Lecture from Gaddis chapters 1 and 2

16 Start Lecture on Gaddis chapter 3

problem ONE due
from gad CH 2

23 Finish Lecture from Gaddis chapter 3

problem TWO due
from gad CH 3

30 StartLecture from Gaddis chapter 4

problem THREE due
from gad CH 3

OCT 7 Finish Lecture from Gaddis chapter 4

problem FOUR due
From gad ch 4

14 Start Lecture from Gaddis chapter 5

problem FIVE due
from gad ch 4

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21	Finish Lecture from Gaddis chapter 5	problem SIX due from gad ch 5
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28	DAILY QUIZ ONE GADDIS CH. 1, 2, 3, 4	problem SEVEN due from gad CH 5
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NOV 4	Start Lecture from Gaddis chapter 6
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11	Finish Lecture from Gaddis chapter 6 Start Lecture from Gaddis chapter 7	problem EIGHT due from gad ch 6
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18	Finish Lecture from Gaddis chapter 7	problem NINE due from gad ch 6
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25	Lecture from Gaddis chapter 8	problem TEN due from gad ch 7
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DEC 2	DAILY QUIZ TWO GADDIS CH. 5, 6, 7 and LOOPS from 4	TAKE HOME FINAL due from gad ch 8
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**HOMEWORK ASSIGNMENTS MUST BE DOWNLOADED FROM THE BCIS
3630 Website**

Point Distribution for Assignments

PROBLEM ONE	ch 2	10
PROBLEM TWO	ch 3	5
PROBLEM THREE	ch 3	5
PROBLEM FOUR	ch 4	5
PROBLEM FIVE	ch 4	10
PROBLEM SIX	ch 5	10
PROBLEM SEVEN	ch 5	12.5
PROBLEM EIGHT	ch 6	10
PROBLEM NINE	ch 6	12.5
PROBLEM TEN	ch 7	15
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TOTAL		95
TAKE HOME FINAL	ch 8	5

NO MAKE-UP QUIZZES WILL BE GIVEN DURING THE SEMESTER.

Grading System

DAILY QUIZ ONE	200 points	in class exam
DAILY QUIZ TWO	200 points	in class exam
TAKE HOME FINAL	5 points	
<u>HOMEWORK</u>	<u>95 points</u>	

TOTAL 500 points

- A. YOU **CANNOT** WORK AS A TEAM. [CANNOT SHARE CODE]
- B. IF YOU WORK WITH A STUDY PARTNER, IT MUST BE OVER **CONCEPTS [NOT CODE]**.

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JAVA ASSIGNMENTS FOR BCIS 3630

PROBLEM ONE - 10 points

From Gad chapter 2:

Work thru the examples in the chapter and then:

Do programming challenges 1, 5, 8, 10

A. In order to get credit for the SALES TAX problem [#8] at the end of Gaddis chapter 2, you must use **JOPTIONPANE** to input the amount of a purchase.

B. In order to get credit for the TEST AVERAGE problem [#10] at the end of Gaddis chapter 2, you must use **SCANNER** to input the grades.

PROBLEM TWO - 5 points

From Gad chapter 3:

Work thru the examples in the chapter and then:

Do programming challenge 4 and 8
[Use the IF statement to solve both]

PROBLEM THREE - 5 points

From Gad chapter 3:

Work thru the examples in the chapter and then:

Do programming challenge 13 and 15
[Use char and switch in 13, use IF in 15]

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PROBLEM FOUR - 5 points

From Gad chapter 4:

Work thru the examples in the chapter and then:

Do programming challenges 1 and 2

[Use while in 1 and 2]

PROBLEM FIVE - 10 points

From Gad chapter 4:

Work thru the examples in the chapter and then:

Do programming challenges 3 and 15

[use while in 3 and 15]

PROBLEM SIX - 10 points

From Gad chapter 5:

Work thru the examples in the chapter and then:

Do programming challenges 2 and 3

PROBLEM SEVEN - 12.5 points

From Gad chapter 5:

Work thru the examples in the chapter and then:

Do programming challenges 7 and 9

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PROBLEM EIGHT - 10 points

From Gad chapter 6:

Work thru the examples in the chapter and then:

Do programming challenge 1 and 2

PROBLEM NINE - 12.5 points

From Gad chapter 6:

Work thru the examples in the chapter and then:

Do programming challenge 4 and 5

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PROBLEM TEN - 15 points

From Gad chapter 7:

Work thru the examples in the chapter and then:

Do programming challenge 2 using the UML diagram I gave you

Turn in both the **Payroll** class [which you write] and the **PayrollDemo.java** program [that I gave you] which uses the Payroll class that you write - this is discussed in the problem statement at the top of page 491

PROBLEM 11 IS : TAKE HOME FINAL - 5 points

From Gad chapter 8

Work thru the examples in the chapter and then:

Do programming challenge 3 using the UML diagram in fig. 8-21

Turn in both the **RoomCarpet** class [that I gave you] and the **RoomDimension** class [which you write] and the **RoomDemo.java** program [that I gave you] which uses the two above classes that you write - this is discussed in the problem statement on page 556.