

Course Instructor

Olufisayo “Fisayo” Omojokun, PhD

Email: omojokun@cc.gatech.edu

Office Hours: By Appointment (I’m quite flexible)

Office Location: CoC 216

Course Time/Location

This course’s content was specifically designed to be **delivered asynchronously**. You will have the flexibility to review it: (a) at any time regardless of your time zone and/or geography; and (b) as many times as you wish until it sticks.

TA Info (see Canvas)

Course Description (from Catalog)

Introduction to the techniques and methods of OO programming such as encapsulation, inheritance, and polymorphism. Emphasis on software development and individual programming skills.

Course Objectives

- Introduction to object-oriented programming through the use of the Java language.
- Experience with algorithms and GUI programming.
- Introduction to data structures—both built-in and programmer-written in Java.

Course Materials

I do not require a textbook for the course. You are expected to review the Canvas modules, which also include regular knowledge checks (KCs) for you to complete and evaluate your understanding. KCs will not be counted in your grade and are solely there to help you determine whether to move *on to the next* topic or go back and repeat parts (or all) of a lesson.

The course content will be released in chunks. Lessons 1 to 9 are already open. The following are the release dates for subsequent lessons:

2/08 L10-L12

2/29 L13-L16

4/4 L17-L19

On top of the online content that has been specifically created for this course, there’s a wealth of information on the web that can be found by searching.

If you wish to buy a book, however, here are a couple of books that I have suggested in the past:
Savitch & Mock, "Absolute Java" 6th edition.

ISBN-10: 0134041674 / ISBN-13: 978-0134041674

Lewis & Loftus, "Java Software Solutions" 9th edition

ISBN-10: 9780134462028 / ISBN-13: 978-0134462028

An eBook version of each of the above is likely available for purchase at a reduced price.

Grades and Grading Policy

Pass	≥ 70.00
Fail	< 70.00

100%	Programming Assignments (about one per week)
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Your final grade for this seminar course will be fully based on your performance on programming assignments that grow in complexity over the course of the semester. Because random things can happen during a semester, I will drop your lowest submission but advise you to attempt all as part of honing your skill.

Due Dates, Late Work, and Missed Work

Submissions are made via Gradescope. Each assignment is due before 11:55 pm on the due date. We'll accept late submissions for up to 48 hours after its due date; however, for each 12 hours, there will be 7.5% off. So, a two-day late submission will have 30% off. We will not accept assignments after the 2nd late day. You can use your drop.

Please read the following carefully:

Non-compiling submissions are 0s. If the TA downloads your assignment, tries to compile it, and errors are generated that prevent complete class files from being generated, it will be a 0. It is your responsibility to make sure you completely and successfully submit the proper files for your assignments turned into Gradescope. Once you submit your files, we suggest that you download them into an empty folder and compile/run using your uploads alone. This will prevent issues like renaming valid '.java' files or adding comments after testing from crashing compilation. On this note, make sure you even submit any files that we give you for the assignment (e.g. images) unless the description says otherwise. Expect a final assignment that will be due on the final instruction date of the class. I must explicitly state this according to paragraph C.1.c. here: <http://catalog.gatech.edu/rules/12/>

Class

I have created a series of modules containing video-based programming demos, video-based slides, textual explanations, and a skit or two to promote your learning. As such, **your success will depend on your ability to manage time and schedule your own sessions to review the modules.** The benefit, however, is that **you can watch/read the modules as many times as you wish.** Programming assignments will also be mapped to their associated lessons.

Course Expectations

- Keep up with the content as it is released.
- Try the code from the online content and recitations.
- Do your own assignments and experiment with examples! Learning to program is like learning a sport. It takes actual practice and time to get comfortable with programming. The assignments that are given are opportunities to apply the concepts presented in the modules. We will run similarity checking software on a number of the submissions.
- Use TAs to help you learn.
- Be prepared when you go to get help from a TA or your instructor.
- Avoid waiting until the end of the semester to ask for help.
- Take initiative. Begin your assignments early and if you think you need help, come prepared. Use the resources that are provided for you, and be determined to succeed from the start.
- If you intend to use a Java construct that has not been introduced in the course at a given time of an assignment, make sure to get permission first. As creators of the assignments, we are aware of multiple paths to accomplishing a given task; however, such restrictions on what you can use are often made for pedagogical reasons.

Online Conduct and (N)etiquette

Communicating appropriately on an online learning platform can be challenging. In order to minimize this challenge, it is important to remember several points of “**internet etiquette**” that will smooth communication for both students and instructors:

- Read first, Write later. Read the ENTIRE set of posts/comments on a discussion board before posting your reply, in order to prevent repeating commentary or asking questions that have already been answered.
- Avoid language that may come across as strong or offensive. Language can be easily misinterpreted in written electronic communication. Review email and discussion board posts BEFORE submitting. Humor and sarcasm may be easily misinterpreted by your reader(s). Try to be as matter-of-fact and professional as possible.

- Follow the language rules of the Internet. Do not write using all capital letters, because it will appear as shouting. Also, the use of emoticons can be helpful when used to convey nonverbal feelings. ☺
- Consider the privacy of others. Ask permission prior to giving out a classmate's email address or other information.
- No inappropriate material. Do not forward virus warnings, chain letters, jokes, etc. to classmates or instructors. The sharing of pornographic material is forbidden.

NOTE: The instructor will remove posts that are not collegial in nature and/or do not meet the Online Student Conduct and Etiquette guidelines listed above.

University Use of Electronic Email

When sending an email to the instructor and/or TAs, be sure to use an informative email subject that includes "CS8001-OOP" in the subject of the email! For example, Subject: CS8001-OOP assignment 2 question. Definitely do not email saying "I'm in your CS class..."

Plagiarism & Academic Integrity

Georgia Tech aims to cultivate a community based on trust, academic integrity, and honor. Students are expected to act according to the highest ethical standards. All students enrolled at Georgia Tech, and all its campuses, are to perform their academic work according to standards set by faculty members, departments, schools and colleges of the university; and cheating and plagiarism constitute fraudulent misrepresentation for which no credit can be given and for which appropriate sanctions are warranted and will be applied. For information on Georgia Tech's Academic Honor Code, please visit <http://www.catalog.gatech.edu/policies/honor-code/> or <http://www.catalog.gatech.edu/rules/18/>.

Any student suspected of cheating or plagiarizing on an assignment will be reported to the Office of Student Integrity, who will investigate the incident and identify the appropriate penalty for violations. You are prohibited from posting course materials on the Internet (including public Github). **If any student copies your work that you had posted online, you will be considered as having committed plagiarism as well.** Finally, note that Gradescope has similarity detection features, so avoid over-collaboration. We will run this tool throughout the semester.

Additionally, TAs will be monitoring "collaboration/help" sites (Chegg, CourseHero, groups, etc...) for violations.

The use of machine learning (ML) or artificial intelligence (AI) for the purposes of generating homework code (either partial or full solutions to homework prompts) is prohibited. This restriction includes (but is not limited to) the use of ChatGPT or GitHub Copilot. If you are uncertain if a tool or an application of one is allowed, consult with a Head TA.

Accommodations for Students with Disabilities

If you are a student with learning needs that require special accommodation, contact the Office of Disability Services at (404)894-2563 or <http://disabilityservices.gatech.edu/>, as soon as possible, to make an appointment to discuss your special needs and to obtain an accommodation letter. Please also email me as soon as possible in order to set up a time to discuss your learning needs.

Student-Faculty Expectations Agreement

At Georgia Tech, we believe that it is important to strive for an atmosphere of mutual respect, acknowledgement, and responsibility between faculty members and the student body. See <http://www.catalog.gatech.edu/rules/22/> for an articulation of some basic expectations that you can have of me and that I have of you. In the end, simple respect for knowledge, hard work, and cordial interactions will help build the environment we seek. Therefore, I encourage you to remain committed to the ideals of Georgia Tech while in this class.

Subject to Change Statement

The syllabus and course schedule may be subject to change. It is the responsibility of students to check Piazza, email messages, and course announcements to stay current in their online courses.