SAN DIEGO MESA COLLEGE

Class	CISC 190 Java Programming
CRN	12259
Professor	Allan Schougaard
Location	Online at https://sdccd.instructure.com
Dates	Aug 14 – Dec 16, 2019, except Sep 2, Nov 11, Nov 25-29
Time	When-ever you like (almost)
Prerequisites	CISC 150, CISC 186, or similar with a "C" or better (operating a computer, browsing the Internet, and installing applications). No programming experience.
Units	4
Student-Professor Collaboration Time	Mondays and Wednesdays 5:50-7:50pm in BT-216 or the faculty work area on the second floor of the BT building. Fridays noon-1pm online. Please make arrangements with me ahead of time, so I can give you my full undivided attention.
Online Contact	Use Canvas' Inbox (in the course menu)

Catalog Course Description

This course is an introduction to programming using Java. The course covers the fundamentals of object-oriented programming utilizing the Java programming language for general purpose business programs and interactive games. This course is intended for students majoring in computer and information sciences or anyone interested in the Java programming language.

Class Organization

The class is conducted as a learning community created by the teacher and students, and you are expected to participate actively – it is your education. Each week there will be new topics, and students are expected to study them on their own. Teaming up on programming assignments is not only allowed, but highly encouraged. If you submit an assignment that is the result of any amount of teamwork, note all participants and their CSID, or, if they are mentors or not enrolled in the class, their email addresses, as comments on the first lines of your programs, see below. There are no deductions for collaborating as long as you disclose it (see the section on plagiarism).

Each week you submit the following homework, unless otherwise noted in Canvas:

- **Source code for programs**
    - Submit one BlueJ project in one file, unless otherwise noted; see directions in Canvas.
    - **Programs that do not run receive 0 (zero) points** but can be resubmitted.
      If your program does not work by the due date, submit what you have with a comment in Canvas.
    - **Programs must be submitted with the file header citing all collaborators and resources.**
      Students in class can be cited name(s) and CSID(s); all other collaborators must be cited with full name and addresses.
      Books must cited with author, title and pages. Online resources but be cited with title and web address (URL); if the resources requires a login, a copy of the full resource must be submitted.
      If any references are missing, the assignment will receive 0 (zero) points, and you will be referred to the Dean for academic sanctions. If you are in any doubt, ask before you submit.
    - **If no meaningful attempt at completing the work is submitted by the due date, the assignment will receive 0 (zero) points**, and resubmission will only be accepted at the instructors discretion.

The evaluation of the work will be based on:

- the function of the program – how the program works
- readability of the program – correct and consistent indentation, and meaningful class, method and variable names, etc.
- meaningful source code comments, including the file header below – in general one comment for each line of code explaining the intent of the code.
- originality – meaning that the submitted is original work by you; this implies that you actively participated in every aspect of creating the work. Outside sources are allowed, if referenced, but you only get credit for the work you did (see the section on plagiarism)

Each source file must begin with the following file header with comments and fields filled in:

```
/**
 * Contributor(s):
 * Your name; student ID
 * Other contributor's full name; student ID, or email if not in class
 *
 * Sources:
 * Starting Out with Java, 6th edition, T. Gaddis
 * http://MyProgrammingLab.com: Starting Out with Java, 6th edition
 * Other sources, if you use any; remove this line if not.
 *
 * Version: number or date
 */
```

The version field must be updated for each time a file is revised and resubmitted.

Homework is submitted through Canvas, and is due at the date and time noted in Canvas. If there is feedback, **homework can be revised and resubmitted multiple times before the due date**, but **only one time after the due date**. The elements of the final project cannot be resubmitted after the due date.

I reserve the right to change the syllabus at any time and for any reason, and you are responsible for staying informed of changes. Be sure to be able to receive emails from Canvas.

You are responsible staying informed of the class through Canvas

Learning Outcomes

Upon successful completion of the class the student will be able to:

1. Design, compile, and test Java programs that display objects, patterns, and words.
2. Create methods that carry out tasks using Java programming.
3. Employ the use of blocks within a method to create Java programming codes.
4. Diagram flowcharts for the purpose of constructing decision structures, accepting keyboard input, and nesting "if" statements for Java programs.
5. Create and test Java programs that use arrays.
6. Apply knowledge of general classifications to more specific objects using the inheritance principle.
7. Employ the abstract method to create arrays of subclass objects in Java programs.
8. Apply inheritance concepts to create Graphical User Interface widgets.
9. Use an event-driven Graphical User Interface framework to create interactive programs using layout managers.
10. Employ exception handling as an object-oriented technique to manage program errors.
11. Design Java programs that employ the use of file classes to input and output data for the programs.
12. Describe multithreading and list the components of the thread lifecycle.

We will emphasize some outcomes over others based on how the class progresses.

If you complete the class successfully, you will be able to design and implement your own interactive graphical applications.

Materials

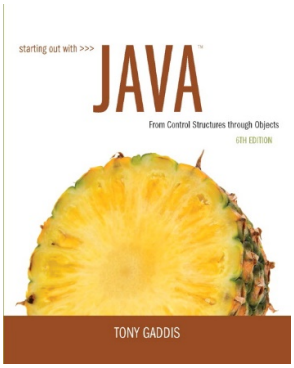
Required Software

Access to a computer capable of running BlueJ, available free of charge at: https://www.bluej.org/
Computers in the LRC have BlueJ installed.

Screen recording software, such as Jing, available for free at https://www.techsmith.com/jing-tool.html.

Required Text

Title	Starting Out with Java: From Control Structures through Objects With MyProgrammingLab with the associated MyProgrammingLab website
Edition	6
Author	Tony Gaddis
Publisher	Pearson
ISBN-13	
ISBN-10	0134047907



You can get access to the electronic version of the book with MyProgrammingLab. It is available at the campus bookstore and through Pearson directly (https://myprogramminglab.com). We will be using the videos that come with MyProgrammingLab but no other element. Otherwise the book is available in many used book outlets; be sure to get the right edition.

Evaluation

This class is for letter grade only (A, B, C, D or F).

Grades are calculated accord to the following schema:

Grade	Percent	Level	Achievement	Standards
A	91-100%	Guru	Outstanding Achievement	*Significantly* exceeds standards
B	81-90%	Master	Commendable Achievement	*Exceeds* standards
C	71-80%	Craftsperson	Acceptable Achievement	Meets standards
D	61-70%	Learner	Marginal Achievement	Below standards
F	<61%		Not passing	

The assignments carry the following maximum credit:

	Count	Points	Subtotal	%
Md 1 Mindmap	1	3	3	2.0%
Md 1 programming assignment	1	4	4	2.6%
Programming assignments	15	7	105	69.5%
Exams	3	13	39	25.8%
Total			**151**	**100.0%**

You must receive passing grades on both the programming exercises and the exams to receive a passing grade for the class.

Extra Credit

As an additional credit work, you can earn the equivalent of one programming assignment by participating in a programing user group meeting, meet-up, or hackathon, and submitting a meaningful short essay about your experience with a selfie of you at the event. See: Events in Canvas; some events provide free food and drink. (If you are unable to attend an event due to your physical location, please let me know.)

You may earn the equivalent of one programming assignment, if you write a tutorial and/or produce a video tutorial (with closed captioning) on a topic from class in collaboration with me.

Other than that, no extra credit will be given.

Academic Calendar

The overall academic calendar is available at http://admin.sdccd.edu/acadcal/. Important deadlines can be found at: https://www.sdccd.edu/students/dates-and-deadlines/. Important deadlines are:

Date	Action
Aug 30	Add/Drop
Oct 25	Withdrawal

If you anticipate difficulty in paying fees before the add deadline, you can contact the Financial Aid Office about sources of funds or other alternatives that you may be eligible for. Also there are many scholarships available, see http://www.sdmesa.edu/student-services/student-affairs/scholarships/index.shtml.

It is your responsibility to:

- add, drop, or withdraw from classes before the deadlines stated in the academic calendar.
- drop all classes in which you are no longer attending.

However, It is the instructor's discretion to withdraw a student after the add/drop deadline due to excessive absences.

If you decide to withdraw from this course, you must do so on or before the date specified by the Academic Calendar as the last drop date. Failure to withdraw by this date results in a grade being assigned, regardless of attendance. Students who remain enrolled in a class beyond the published withdrawal deadline, as stated in the class schedule, will receive an evaluative letter grade in this class (A, B, C, D, or F).

Schedule

The class will progress according to the following schedule:

Week	Module	Start Date	Due Date	Topic	Exam
1	1	Mon Aug 19	Sun Aug 25	Introduction to Computers and Java	
2	2	Mon Aug 26	Sun Sep 01	Java Fundamentals	
3	3	Mon Sep 02	Sun Sep 08	Decision Structures	
4	4	Mon Sep 09	Sun Sep 15	Loops and Files	
5	5	Mon Sep 16	Sun Sep 22	Methods	Exam 1
6	6	Mon Sep 23	Sun Sep 29	Classes and Objects (part 1)	
7	7	Mon Sep 30	Sun Oct 06	Arrays and ArrayLists	
8	8	Mon Oct 07	Sun Oct 13	Classes and Objects (part 2)	
9	9	Mon Oct 14	Sun Oct 20	Text Processing	
10	10	Mon Oct 21	Sun Oct 27	Inheritance	Exam 2
11	11	Mon Oct 28	Sun Nov 03	Exceptions and Files	
12	12	Mon Nov 04	Sun Nov 10	Graphical applications (part 1)	
13	13	Mon Nov 11	Sun Nov 17	Graphical applications (part 2)	
14	14	Mon Nov 18	Sun Nov 24	Advanced topic/Project I	
15		**Mon Nov 25**	**Sun Dec 01**	**Fall Break**	
16	15	Mon Dec 02	Sun Dec 08	Advanced topics/Project II	
17	16	Mon Dec 09	Sun Dec 15	Advanced topics/Project III	Final

*The final deadline for submitting work with a due date before November 24 is **Sunday November 24** at Midnight PST.*

The exam schedule is:

Review Exam	Covering Modules	Start Date

Exam 1	1-4 (incl.)	Fri Sep 20
Exam 2	5-8 (incl.)	Fri Oct 25
Final	Comprehensive	Fri Dec 13

The exams are open-book and the questions are based on comprehension (not on creating new source code); the last exam will be comprehensive.

The instructor reserves the right to change the above schedule for any reason without prior notice.

Participation

You will be considered "present" if there is evidence of your weekly participation in course activities including submitting an assignments, submissions to the posted discussion boards, etc. and contacting me to discuss matters related to this course. You will be considered "absent" if there is no evidence of your participation in an academically-related activity during a week. **If you do not submit work Canvas during the first week, you will be dropped without warning. If 2 (two) consecutive assignments are not submitted by the due date, you may be dropped from the class**, and you would be well advised to withdraw. This is your responsibility, and otherwise the result will be a final grade of "F" with no adjustment.

Mentoring and Tutoring

Mesa College offers the excellent MT2C Tutoring Program free of charge. The program offers tutoring for both programming and writing, both of which you will do in this class. Services are available both in-person and online. Collaborating with a mentor can a great way to become a successful student.
See http://www.sdmesa.edu/academics/academic-support-programs/tutoring/index.shtml.

Class Behavior and Student Code of Conduct

Be Kind, Considerate and Respectful

As your instructor, I have the following expectations of your behavior in this class:

- Promote a courteous learning atmosphere by exhibiting mutual respect and consideration of the feelings, ideas, and contributions of others, both online and on campus.
- Demonstrate respect for your work, as well as the work of others, by recognizing and acknowledging strengths and improvements.
- Demonstrate respect for tools, equipment and supplies on campus.
- Practice consideration for others by maintaining a clean and orderly learning environment when on campus.
- Recognize everyone's opportunity to contribute information in a relevant and meaningful manner by not monopolizing discussions, interrupting, or making inappropriate questions or comments.

- This class will be conducted in accordance with the college student code of conduct and basic standards of academic dishonesty.

In short: Any behavior during class that impedes other students' learning is unacceptable and any student exhibiting such behavior will be promptly evicted from the classroom and/or Canvas, and possibly from the class.

You are expected to respect and obey standards of student conduct while in class and on the campus. The Student Code of Conduct can be found in Board of Trustees Policy, BP 3100, Student Rights, Responsibilities, Campus Safety and Administrative Due Process posted on the District website at: http://www.sdccd.edu/public/district/policies/index.shtml. Charges of misconduct and disciplinary sanctions may be composed upon students who violate these standards of conduct or provisions of college regulations.

Students who violate the Student Code of Conduct may be removed from class by the faculty for the class meeting in which the behavior occurred and the next class meeting and online access will be removed for five instructional days. No make-up work be accepted at the sole discretion of the instructor. Incidents involving removal of a student from class will be reported to the college disciplinary officer for follow up

Confidentiality

We are all bound by an expectation of confidentiality in this class. We will want to share personal viewpoints on subjects as they apply to class material and the world at large. In order to assure that we can have a free and open discussion, you must uphold your responsibility for keeping such knowledge confidential.

I do reserve the right to contact the college's support system if, in my opinion, you are in a situation where you might be at risk of hurting yourself or others.

Diversity

Learning to work with and value diversity is essential in every education. You are required to act respectfully toward other students and instructor throughout the course. You are also expected to exhibit an appreciation for multinational, ethnic and gender diversity in the classroom and to develop management skills and judgment appropriate to such diversity in the workplace.

Plagiarism

Plagiarism is the presentation of someone else's ideas or work as one's own. You should always submit your assignments that represent your own original words, statements and ideas, and must give credit for any information that is not either the result of original research or common knowledge. If any words, statements or ideas are used that do not represent your original work or ideas, you must cite all relevant sources. You are expected to be honest and ethical at all times in the pursuit of academic goals. Students who are found to be in violation of Administrative Procedure 3100.3 Honest Academic Conduct, will receive a grade of zero on the work in question and may be referred for disciplinary action in accordance with Administrative Procedure 3100.2, Student Disciplinary Procedures.

Be sure to cite all sources that are not in the required materials.
Ask if you are in any doubt before you submit.

Assignments and exams will automatically be checked for plagiarism. Assignments with more than 20% semantic similarity with outside sources will receive zero (0) points; the goal is for you to formulate your own work to learn, and copying other's work does very little for this objective. If you are in any doubt, ask before you submit anything.

Students with Disabilities

I have made every effort to make this course accessible to all students, including students with disabilities. If you encounter a problem accessing anything in this course, please contact me immediately and also contact the college's Disability Support Programs and Services (DSPS) Office. Contact information is listed on the DSPS webpage: http://www.sdmesa.edu/dsps/.

Students with disabilities who may need academic accommodations are encouraged to discuss their authorized accommodations from DSPS with their professors as soon as possible so that accommodations may be implemented as soon as possible.

The faculty member will work with the DSPS Office to ensure that proper accommodations are made for each student. By law, it is up to the DSPS Office, through the interactive process with the student, to determine which accommodations are appropriate, not the instructor. This includes accommodations in a clinical setting. Instructors may contact DSPS if they have any questions related to authorized accommodations.

Students that need evacuation assistance during campus emergencies should also meet with the instructor as soon as possible to assure the health and safety of all students.

Title IX

Absences due to pregnancy or related conditions, including recovery from childbirth, shall be excused for as long as the student's doctor deems the absences to be medically necessary. Students must notify the instructor in a timely manner and shall be afforded the opportunity to establish make up work or other alternative arrangements. If a student elects to withdraw from the course on or after census, a "W" shall be assigned and the district will work with the student to ensure that the W is not considered in progress probation and dismissal calculations.

Finally –

One goal of this class is to give you a set of skills that can make you successful either in a software development job, or at a university. You will need all the skills in this class for that, so I highly encourage you to work with each other and me to learn everything presented. Remember, if you miss something the first time around, you have the opportunity to revise and resubmit. Taking an online class can be more challenging than taking an on-campus class, I highly encourage you to take advantage of all the resource that are available to you, including working with your classmates.

As your instructor, it is my intent to give you the best possible learning experience. If *anything* is getting in the way of you learning effectively, in *or* out of class, please let me know.