

CSC 216 - 001 - Programming Concepts - Java

CSC 216 Course Syllabus

CSC 216 - Programming Concepts - Java

Section 001

FALL 2012

3 Credit Hours

Course Description

The second course in computing, intended for majors. Emphasis is placed on interpretation of inductive definitions (functions and data types); testing strategies; specification and implementation of finite-state machine; encapsulation; polymorphism; inheritance; class invariants; and resource management.

Learning Outcomes

Upon successful completion of this course, a student will be able to...

- 1. Describe the utility of inheritance, abstract classes, interfaces, and polymorphism in object-oriented systems, and design and implement programs which use these language features;
- 2. Identify the phases of a simple model of the software life cycle, and employ these phases in developing software;
- 3. Describe basic design modeling techniques, including UML clas diagrams and simple deisng patterns (e.g., model/view/controller), and indicate how and when to use them;
- 4. Identify and compare the basic kinds of software testing, describe when to use each method, and design and implement test code;
- 5. Navigate and extract information from the Java API, and employ the Javadoc tool to construct internal documentation of source code;
- 6. Design and implement a finite state machine;
- 7. Identify when recursion is useful, and design and implement recursive algorithms and simple recursive data structures;
- 8. Construct and use a stack, queue, array-based list, and linked list.

Course Structure

Lecture and Exercises

Before most classes, you will complete a Moodle guiz and/or a short programming activity associated with the reading for that class. You may work on the pre-class exercises with another student, but each student should submit their own solution. The pre-class exercises will be due 10 minutes before the class period.

In each class, you will be presented with about two to five questions based on class material or short exercises worked in class. You are encouraged, but not required, to work on these exercises with another class member. At least one member of the pair will need to have a laptop computer, or other electronic device, such as a smartphone, that can submit answers on a Google form. You (and your partner) will be given credit for correct answers. The exercises provide the opportunity to explore recently covered materials individually or with peers. The exercises are submitted so the instructor can get a feel for the class' comprehension of materials in a timely manner. The exercises will be lightly evaluated by the teaching staff.

Each exercise (pre-class and in-class) will be scored out of 10 points. If you attempt the exercise you will receive at least a 5 (out of 10) on the exercise. The highest exercise score for a lecture will be your exercise grade for that lecture period. The lowest five lecture scores will be dropped, and the remaining scores will be averaged.

You must submit an answer for at least one exercise per class period to be counted as attending class for that day. The instructor will notify the class of which exercise will count for attendance.



CSC 216 - 001 - Programming Concepts - Java

If you are absent from class, with an excused university absence, you will not be penalized for missing any exercises associated with the class.

We are conducting a research study on whether an enhanced classroom response system using Google forms produces educational benefits. For this classroom study, we will use data on correct answers, test scores, and other measures of achievement and engagement to compare the use of CRSs on student learning. The outcome of this study will improve understanding of different modes of usage of classroom response devices. Data from this study will be disseminated at conferences and in papers and your identity will not be disclosed in any of these reports. At the end of the semester, you will be asked to complete a survey. The completion (or lack thereof) will not affect your grade. By submitting the survey, you are confirming your agreement to participate in the research study of Google forms as a CRS.

Programming Projects

There are 3 programming projects this semester. Each project will be broken into 2 parts that will be due approximately every one to two weeks. Part 1 will be a design and black box testing phase and Part 2 will be an implementation and unit testing phase. All project deliverables must be submitted electronically by the due date and follow the specified formats, submission instructions, and naming conventions.

Use of the Eclipse Integrated Development Environment (IDE) is required. A tutorial for setting up Eclipse and associated plug-ins on your home computer will be provided on the course website.

Model portions of the code will be submitted through Web-CAT, which will automatically run the teaching staff's tests on your program and provide style feedback. You have up to 30 submissions through Web-CAT. Your grade for that iteration will be the score on the last submission you make with adjustments by the teaching staff as necessary. You can earn one (1) point of extra credit for every 8 hours early you finish your project (meaning after the deadline, the last submission's timestamp is at least 8 hours before the deadline), up to 21 points. Programming portions of projects will be accepted late through Web-CAT (and Moodle) up to 48 hours after the deadline. You will lose 1 point every 2 hours the project is late, up to 24 points. No submissions will be accepted after the 48 hour late window without a university excused absence. No late submissions will be accepted through email.

All other submissions will be made through Moodle. If the Moodle submission time and Web-CAT submission time differ by more than one hour, the later submission time will be used for extra credit or late deduction adjustments.

Projects 1 and 2 will be developed indivdiually. Project 3 will be developed in a team of 2 or 3. All programs are to be you own work (for paired and team assignments, all work is to be you and your assigned partner's or assigned team mates' own work). See the "Academic Integrity" section of the syllabus for further details. For each paired/team project, a peer evaluation will be required after the project's submission.

Tutorials

An important aspect of this course is software engineering skills. We're using several tools to help with this skill, specifically Eclipse, JUnit, Web-CAT, and several static analysis and coverage tools. Several tutorials are provided to introduce these tools:

Intro to Eclipse: Eclipse is an industrial-strength Integrated Development Environment (IDE) that incorporates many of the tools that we'll use this semester. The Intro to Eclipse Tutorial will count as 2% of your final grade and must be completed individually.

Eclipse Debugger: The Eclipse Debugger is a powerful tool that can help you find faults in your code and that can help increase your understanding of a program's flow of control. The Eclipse Debugger Tutorial will count as 1% of your final grade and must be completed individually.

Testing Tutorial: To facilitate white-box testing, we will be using an automated test system called Web-CAT. A Testing Tutorial and associated exercise will be assigned to introduce you to the JUnit unit test framework, Web-CAT, static analysis tools (CheckStyle, PMD, and FindBugs), and code coverage tools (EclEmma and Clover). The Testing Tutorial will count at 2% of your final grade and must be completed individually.



CSC 216 - 001 - Programming Concepts - Java

Exams

There will be three exams in this course counting a total of 45% of your final grade. These exams will cover all materials (readings, lectures, projects, guest speakers, etc.) prior to the exam. The final exam will be cumulative.

Exams test each student's knowledge on course learning outcomes. Problems during the exam may build on a programming scenario. The exam may require writing a class or several methods of code, designing a system using UML, designing a finite state machine and providing the code, etc.

Time

You are expected to spend, on average, 6 to 12 hours per week outside of class preparing and working on assignments. In some weeks, especially those around project deadlines, you may spend more than 12 hours on course work. Please plan ahead and use your time wisely. Do NOT wait until the last minute to complete programming projects!!!

Course Policies

Computers and Electronic Devices

Students are encouraged to use computers and other electronic devices like tablets during class. The teaching staff asks that students respect their neighbors and keep their focus on course materials rather than games, FaceBook, etc. Electronic devices are required for submission of exercises. You may not record the lecture without express written permission from the instructor.

Electronic Communication

The teaching staff looks forward to receiving emails and message board posts about any questions you have about the class, materials, exams, and assignments. Below are several rules for electronic communication.

Higher education provides you with a training ground prior to entry into the work environment for your chosen career. You will use many of the following rules of "netequette" when you are communicating with colleagues, your supervisor, or clients once you are in the work world. Although many of the rules of etiquette for electronic communication will be similar in the work environment, we have some specific to this course.

Please observe the following etiquette when communicating with the teaching staff and your peers. The teaching staff receives many email on a daily basis and the instructor teaches several courses. Please note that a member of the teaching staff will respond to an email or message board within 24 hours on a business day and within 48 hours on a weekend or holiday. Most of the time, we will respond more quickly, but it is not guaranteed.

Also, before sending an email, try to find the answer to the question by using various references already available to you:

- If the question is related to class administration, check the syllabus
- If the question is related to recent information, check previous emails from the teaching staff
- If the question is homework or exam related, check the message board to see if it has already been answered. Also, read your textbook.

For emails, please identify your course, section, and your name in the subject line (first and last name) along with the subject of the message. For example: "CSC230 Jenny Smith - Question about Homework 1".

Email should include a salutation to identify the recipients of the email. For example, begin an email to your instructor with a salutation such as "Hi Dr. Heckman," or "Dr. Heckman". For emails to the sup list, consider a salutation like "Greetings Teaching Staff,". You now have the attention of the email recipients.

The tone of the email message should be professional. Re-read your email before you press Send and make a judgment as to how you would respond if you were a recipient of the email you are planning to send.

If you have a question that is beyond the scope of an email, consider coming to office hours or scheduling an appointment with a member of the teaching staff. If you are a DE student requesting a phone conference, send at least two times of the day that you are available and your timezone. To help with scheduling, check Dr. Heckman's calendar: http://people.engr.ncsu.edu/sesmith5/calendar.html.



CSC 216 - 001 - Programming Concepts - Java

If you have several questions or items, please number them for ease of reading. The response will also be easier to understand.

Please spell check and correct mechanical/grammar errors. Avoid emails written only in lowercase and lacking punctuation.

Close your email with your name.

If you have a general question about a homework, post your question to the message board. If you have a question that is more specific or that involves snippets of code, email it to the sup list for your section: csc216-001-sup@wolfware.ncsu.edu

Grade Appeals

If at any time you feel an assignment was graded improperly, write a request for regrade and explain why you believe the assignment was graded improperly. First discuss the grade with the TA who graded the assignment. If you are still unsatisfied with the answer, submit the assignment to the instructor for a regrade. All regrade requests must be submitted to the instructor no later than 2 weeks after the assigned was returned to you. Please talk with the TA who graded the assignment FIRST and have the written regrade explanation.

Minimum Grade Requirements

In order to pass the course with a letter grade, you must have a 60+ average on the exams and you must have a 60+ average on the programming assignments.

In order to pass the course with a C- or better, you must have a 65+ average on the exams and you must have a 65+ average on the programming assignments and exercises.

Instructors

Dr. Sarah Heckman (sesmith5) - Instructor

Email: sarah heckman@ncsu.edu

Web Page: http://www4.ncsu.edu/~sesmith5

Phone: 919-515-2042

Office Location: Engineering Building II 2297

Office Hours:

Mondays 2:30p-3:30p Tuesdays 9:30a-10:30a Wednesdays 2:30p-3:30p

Course Meetings

Lecture

Days: MW

Time: 12:50pm - 2:05pm Campus: Centennial Location: EBII 1231 This meeting is required.

Course Materials

Textbooks

Building Java Program - Reges and Stepp

Edition: 2nd ISBN: 0136091814

Web Link: http://www.buildingjavaprograms.com

Cost: \$121.60



CSC 216 - 001 - Programming Concepts - Java

This textbook is required.

Expenses

None.

Materials

None.

Requisites and Restrictions

Prerequisites

CSC116 with a C- or higher

Co-requisites

None.

Restrictions

None.

General Education Program (GEP) Information

GEP Category

This course does not fulfill a General Education Program category.

GEP Co-requisites

This course does not fulfill a General Education Program co-requisite.

Transportation

This course will not require students to provide their own transportation. Non-scheduled class time for field trips or out-of-class activities is NOT required for this class.

Safety & Risk Assumptions

None.

Grading

Grade Components

Component	Weight	Details
Project 1	15	The project will consist of two parts: Part 1 is a design and black box test plan phase and Part 2 is an implementation and unit test phase. All project deliverables will be submitted electronically by the due date. Project 1 will be completed individually.
Project 2	15	The project will consist of two parts: Part 1 is a design and black box test plan phase and Part 2 is an implementation and unit test phase. All project deliverables will be submitted electronically by the due date. Project 2 will be completed individually.
Project 3	15	The project will consist of two parts: Part 1 is a design and black box test plan phase and Part 2 is an implementation and unit test phase.



CSC 216 - 001 - Programming Concepts - Java

		All project deliverables will be submitted electronically by the due date. Project 3 will be completed with a partner or team of 3.
Intro to Eclipse Tutorial	2	Eclipse is an industrial-strength Integrated Development Environment (IDE) that incorporates many of the tools that we'll use this semester. The Intro to Eclipse Tutorial must be completed individually.
Eclipse Debugger Tutorial	1	The Eclipse Debugger is a powerful tool that can help you find faults in your code and that can help increase your understanding of a program's flow of control. The Eclipse Debugger Tutorial must be completed individually.
Testing Tutorial	2	To facilitate white-box testing, we will be using an automated test system called Web-CAT. A Testing Tutorial and associated exercise will be assigned to introduce you to the JUnit unit test framework, Web-CAT, static analysis tools (CheckStyle, PMD, and FindBugs), and code coverage tools (EclEmma and Clover). The Testing Tutorial must be completed individually.
Exercises	5	Pre-class exercises will be due before class. Exercises assigned during class will be due at 5pm the day they were assigned.
Exam 1	15	Exam 1 will cover material from approximatly the first third of the course.
Exam 2	15	Exam 2 will cover material from approximatly the first two-thirds of the course.
Final Exam	15	The final exam is cummulative.

Letter Grades

This Course uses Standard NCSU Letter Grading Scale

97 ≤ A+ ≤ 100

97 93 ≤ A <

 $90 \le A - < 93$

87 ≤ B+ < 90

83 ≤ B < 87

80 ≤ B- < 83

77 ≤ C+ < 80

73 ≤ C < 77

70 ≤ C- < 73

 $67 \le D+ < 70$



CSC 216 - 001 - Programming Concepts - Java

63 ≤ D 67 <

63 60 ≤ D- <

≤ F < 60

Requirements for Credit-Only (S/U) Grading

In order to receive a grade of S, students are required to take all exams and guizzes, complete all assignments, and earn a grade of C- or better. Conversion from letter grading to credit only (S/U) grading is subject to university deadlines. Refer to the Registration and Records calendar for deadlines related to grading. For more details refer to http://policies.ncsu.edu/regulation/reg-02-20-15.

Requirements for Auditors (AU)

Information about and requirements for auditing a course can be found at http://policies.ncsu.edu/regulation/reg-02-15-4.

The grade of "AU" will be awarded to students who take all exams and earn a 60% or higher average on all of the exams. Auditors are required to meet with the instructor during the first two weeks of the course.

Policies on Incomplete Grades

If an extended deadline is not authorized by the instructor or department, an unfinished incomplete grade will automatically change to an F after either (a) the end of the next regular semester in which the student is enrolled (not including summer sessions), or (b) the end of 12 months if the student is not enrolled, whichever is shorter. Incompletes that change to F will count as an attempted course on transcripts. The burden of fulfilling an incomplete grade is the responsibility of the student. The university policy on incomplete grades is located at http://policies.ncsu.edu/regulation/reg-02-50-3.

Late Assignments

There is a 48 hour late window for programming project submissions, except for Design Proposals. You will lose 1 point for every 2 hours the project is late, up to 24 points. No submissions will be accepted after the 48 hour late window without a univerity excused absence.

Exercises will not be accepted late. You will not receive credit for an exercise if the timestamp is later than 5pm on the day the exercise was assigned.

No late submissions will be accepted through email.

Attendance Policy

Attendance

Attendance to lecture is mandatory!

For complete attendance policies, please see http://policies.ncsu.edu/regulation/reg-02-20-3

Absences

Excused absences are defined in the NC State Academic Policy on Attendance Regulations (http://policies.ncsu.edu/regulation/reg-02-20-03). Documentation of the absence is required to excuse an absence.

- Exam makeups will only be given with a documented excused absence.
- Project extensions will only be given with a documented excused absence. If the project solution has already been released (in the case of teaching staff designs) an alternative assignment may be assigned.



CSC 216 - 001 - Programming Concepts - Java

• Exercise waivers will only be given with a documented excused absence.

All anticipated absences must be presented to the instructor no later than one week before the absence. All emergency absences must be turned in no later than one week after the student's return date. All other absences will be unexcused.

A maximum of 4 class periods per semester may be missed due to excused absences. Any number of excused absences beyond four will only be allowed with special permission of the instructor.

Makeup Work

All projects and exams must be made up within one to two weeks of the absence and the timeframe will be determined through discussion between the instructor and student. If a project has moved forward in such a way that the missed project cannot be completed, the instructor may request the student to complete an alternative assignment. No exercises will be made up.

Additional Excuses Policy

None.

Academic Integrity

Academic Integrity

Students are required to comply with the university policy on academic integrity found in the Code of Student Conduct found at http://policies.ncsu.edu/policy/pol-11-35-01

All work that you turn in for grading must be your own! This means that all work must be an independent and individual creation by you or in the case of paired/team assignments, all work must be an independent and individual creation by you and your assigned partner or assigned teammates. Any attempt to gain an unfair advantage in grading, whether for yourself or another, is a violation of academic integrity. You may only work on an assignment with another student(s) in the class if explicitly stated in the assignment.

Students who cheat on a homework, exercise, or exam will receive a -100 for the assignment!!!

Cheating is worse than not turning in the assignment. All cases of academic misconduct will be reported to the Office of Student Conduct. A first offense will place the student on *Academic Probation* for the remainder of their academic career. A student's status on *Academic Probation* may affect financial aid and be reported to groups that request the information from the Office of Student Conduct, like Park Scholars, ROTC, graduate schools, etc.

The Computer Science department uses software that detects cheating violations for programming projects. Do not use other student's code, do not share your code, do not copy or use code from someone who took the class X semesters ago, do not use code from online.

The only people that you MAY receive help from are your instructor, the TA(s) for CSC216, and for paired/team assignments, you may receive help from your assigned partner or your assigned teammates. For exercises, you may work with any of your neighbors that are physically present in class. You may use any of the resources provided by the teaching staff on the course website.

You MAY also reference your textbook, the textbook website, the Java API, and other third party APIs as appropriate for an assignment (for example, you may use the JUnit API to help you with writing JUnit tests).

You MAY NOT receive help from anyone or anything else.



CSC 216 - 001 - Programming Concepts - Java

Examples of Cheating (this list is NOT exhaustive):

- It is cheating to give any student access to any of your work which you have completed for individual class assignments.
- It is cheating AND plagiarism to use another person's work and claim it as your own. You are expected to complete all assignments on your own, unless otherwise specified in the assignment.
- It is cheating to interfere with another student's use of computing resources or to circumvent system security.
- It is cheating to email, ftp, post on the Internet, bulletin boards, message boards, etc. your work for others to obtain. Do NOT use sites that allow you to "anonymously" post code. Those sites are searchable, and others may find your code (like the teaching staff).
- It is cheating to ask or pay another person or persons to complete an assignment for you.
- It is cheating AND plagiarism to decompile any compiled code and use the decompiled source code as your own. You may also break the law by decompiling code.
- It is cheating AND plagiarism to use code that you find online.
- It is cheating to give another student access to your account (NC) State account or others that you use for university work) or to give them your account password.
- It is cheating for you and another student to work collaboratively on an assignment, unless otherwise specified by the assignment.

Examples of NOT Cheating (this list is NOT exhaustive):

- Using the code from the class website (with citations in the comments).
- Using code from other programs YOU wrote.
- Using code from other programs that YOU and a partner wrote as part of assigned exercises.
- Help from TAs or instructor (with citations in the comments).
- Using code from the textbook or textbook website (with citations in the comments).

Example Citations

/* (In method or class level comments)

* I received help from Dr. Heckman on date during her office hours. We discussed X.

*/

* The code for this method is based on Exercise Y that I completed with Z on date.

Protecting Yourself

- Do not leave papers lying around your workstation.
- Do not dispose of important papers in the lab recycling bins and trash cans until after the assignment is graded.
- Do not give out your password.
- Do not leave your workstation unattended or forget to log yourself out.
- Do not leave your laptop unattended.
- Do not give other students access to any of your workspace or email them any code.
- Do not give other students access to your course materials or your personal computer.
- Do not email, ftp, or post your code on the Internet, message boards, etc.
- Keep all copies of final an intermediate work until after the assignment is graded.
- Keep all graded assignments until after you receive the final grade for the course.
- Do not discuss implementation details of the assignment with your peers.

Forum Use

The forum is available to ask questions about assignments and tests. Do NOT post any code to the forum! The teaching staff reserves the right to edit any student's forum post for inappropriate content.

Academic Honesty



CSC 216 - 001 - Programming Concepts - Java

See http://policies.ncsu.edu/policy/pol-11-35-01 for a detailed explanation of academic honesty.

Honor Pledge

Your name on any test or assignment **or** the electronic submission of an assignment through Moodle or other class courseware system indicates "I have neither given nor received unauthorized aid on this test or assignment."

Electronically-Hosted Course Components

Students may be required to disclose personally identifiable information to other students in the course, via electronic tools like email or web-postings, where relevant to the course. Examples include online discussions of class topics, and posting of student coursework. All students are expected to respect the privacy of each other by not sharing or using such information outside the course.

Electronically-hosted Components: The following materials are electronically-hosted for use by students through a combination of Moodle, Wolfware Classic, Google Docs (through NC State), and Web-CAT (hosted by Virginia Tech): lecture notes, message boards, electronic submission of assignments, electronic submission of exercises.

Accommodations for Disabilities

Reasonable accommodations will be made for students with verifiable disabilities. In order to take advantage of available accommodations, student must register with the Disability Services Office (
http://www.ncsu.edu/dso), 919-515-7653. For more information on NC State's policy on working with students with disabilities, please see the Academic Accommodations for Students with Disabilities Regulation at http://policies.ncsu.edu/regulation/reg-02-20-01.

Non-Discrimination Policy

NC State University provides equality of opportunity in education and employment for all students and employees. Accordingly, NC State affirms its commitment to maintain a work environment for all employees and an academic environment for all students that is free from all forms of discrimination. Discrimination based on race, color, religion, creed, sex, national origin, age, disability, veteran status, or sexual orientation is a violation of state and federal law and/or NC State University policy and will not be tolerated. Harassment of any person (either in the form of quid pro quo or creation of a hostile environment) based on race, color, religion, creed, sex, national origin, age, disability, veteran status, or sexual orientation also is a violation of state and federal law and/or NC State University policy and will not be tolerated. Retaliation against any person who complains about discrimination is also prohibited. NC State's policies and regulations covering discrimination, harassment, and retaliation may be accessed at http://policies.ncsu.edu/policy/pol-04-25-05 or http://www.ncsu.edu/equal_op/. Any person who feels that he or she has been the subject of prohibited discrimination, harassment, or retaliation should contact the Office for Equal Opportunity (OEO) at 919-515-3148.

Course Schedule

NOTE: The course schedule is subject to change.

Lecture MW 12:50pm - 2:05pm — OO Review and Composition — 08/20/2012 - 08/20/2012

OO Review and Composition

Lecture MW 12:50pm - 2:05pm — Inheritance and Polymorphism — 08/22/2012



CSC 216 - 001 - Programming Concepts - Java

- 08/22/2012

Inheritance and Polymorphism

Lecture MW 12:50pm - 2:05pm — Abstract Classes and Interfaces — 08/27/2012 - 08/27/2012

Abstract Classes and Interfaces

Access Control and Objects — 08/27/2012 - 08/29/2012

Access Control and Objects (Video Lecture)

Lecture MW 12:50pm - 2:05pm — Testing — 08/29/2012 - 08/29/2012

Testing

Lecture MW 12:50pm - 2:05pm — Coverage and Static Analysis — 09/05/2012 -09/05/2012

Coverage and Static Analysis

Lecture MW 12:50pm - 2:05pm — Design and Patterns — 09/10/2012 -09/10/2012

Design and Patterns

Lecture MW 12:50pm - 2:05pm — Software Lifecycle and APIs — 09/12/2012 -09/12/2012

Software Lifecycle and APIs

Lecture MW 12:50pm - 2:05pm — Finite State Machines — 09/17/2012 -09/17/2012

Finite State Machines

Lecture MW 12:50pm - 2:05pm — Finite State Machines and the State Pattern - 09/19/2012 - 09/19/2012

Finite State Machines and the State Pattern

Lecture MW 12:50pm - 2:05pm — Java Collections — 09/24/2012 - 09/24/2012

Java Collections

Lecture MW 12:50pm - 2:05pm — Exam 1 — 09/26/2012 - 09/26/2012



CSC 216 - 001 - Programming Concepts - Java

Exam 1 will cover all material up to Java Collections.

Lecture MW 12:50pm - 2:05pm — Array Lists 1 — 10/01/2012 - 10/01/2012

Array Lists

Lecture MW 12:50pm - 2:05pm — Array Lists 2 — 10/03/2012 - 10/03/2012

Array Lists

Lecture MW 12:50pm - 2:05pm — Linked Lists 1 — 10/08/2012 - 10/08/2012

Linked Lists

Lecture MW 12:50pm - 2:05pm — Linked Lists 2 — 10/10/2012 - 10/10/2012

Linked Lists

Lecture MW 12:50pm - 2:05pm — Iterator and Inner Classes — 10/15/2012 -10/15/2012

Iterator and Inner Classes

Lecture MW 12:50pm - 2:05pm — Stacks and Queues — 10/17/2012 -10/17/2012

Stacks and Queues

Lecture MW 12:50pm - 2:05pm - Exam 2 - 10/22/2012 - 10/22/2012

Exam 2 will cover all materials up through Stacks and Queues.

Lecture MW 12:50pm - 2:05pm — Recursion — 10/24/2012 - 10/24/2012

Recursion

Lecture MW 12:50pm - 2:05pm — Recursion and Lists — 10/29/2012 -10/29/2012

Recursion and Lists

Lecture MW 12:50pm - 2:05pm — Exceptions and Delegation — 10/31/2012 -10/31/2012

Exceptions and Delegation



CSC 216 - 001 - Programming Concepts - Java

Lecture MW 12:50pm - 2:05pm — Libraries and Inspections — 11/05/2012 -11/05/2012

Libraries and Inspections

Lecture MW 12:50pm - 2:05pm — GUIs — 11/07/2012 - 11/07/2012

GUIs

Lecture MW 12:50pm - 2:05pm — GUI Events — 11/12/2012 - 11/12/2012

GUI Events

Lecture MW 12:50pm - 2:05pm — Searching — 11/14/2012 - 11/14/2012

Searching

Lecture MW 12:50pm - 2:05pm — Binary Search Trees — 11/19/2012 -11/19/2012

Binary Search Trees

Lecture MW 12:50pm - 2:05pm — Sorting — 11/26/2012 - 11/26/2012

Sorting

Lecture MW 12:50pm - 2:05pm — Review — 11/28/2012 - 11/28/2012

Review

Final Exam — 12/05/2012 - 12/05/2012

The Final Exam will cover all course topics.

1pm to 4pm

Intro to Eclipse Tutorial — 08/28/2012 - 08/28/2012

Due by 11:45pm. Late deadline is 48 hours later.

Eclipse Debugger Tutorial — 09/04/2012 - 09/04/2012

Due by 11:45pm. Late deadline is 48 hours later.

Testing Tutorial — 09/11/2012 - 09/11/2012

Due by 11:45pm. Late deadline is 48 hours later.



CSC 216 - 001 - Programming Concepts - Java

Lecture MW 12:50pm - 2:05pm — Project 1 Part 1 — 09/18/2012 - 09/18/2012

Due by 11:45pm. Late deadline is 48 hours later. The Design Document may NOT be submitted late due to release of the teaching staff design on 9/19.

Project 1 Part 2 — 10/02/2012 - 10/02/2012

Due by 11:45pm. Late deadline is 48 hours later.

Project 2 Part 1 — 10/16/2012 - 10/16/2012

Due by 11:45pm. Late deadline is 48 hours later. The Design Document may NOT be submitted late due to release of the teaching staff design on 10/17.

Project 2 Part 2 — 10/30/2012 - 10/30/2012

Due by 11:45pm. Late deadline is 48 hours later.

Project 3 Part 1 — 11/06/2012 - 11/06/2012

Due by 11:45pm. Late deadline is 48 hours later. The Design Document may NOT be submitted late due to release of the teaching staff design on 11/7.

Project 3 Part 2 — 11/20/2012 - 11/20/2012

Due by 11:45pm. Late deadline is 48 hours later.