CSC 116 | Section 002 – Course Syllabus
Introduction to Computing – Java
2005 Spring Semester

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Course Website

http://courses.ncsu.edu/csc116/lec/002/

Course Description

"An introductory course in computing in Java. Emphasis on algorithm development and problem solving. Careful and methodical development of Java applications and applets from specifications; documentation and style; appropriate use of control structures; classes and methods; data types and data abstraction; object-oriented programming and design; graphical user interface design." – TRACS

Upon satisfactory completion of this course, students will:

- know the syntax and proper use of methods, control structures, and simple data structures in the Java programming language,
- know debugging and testing techniques for software development,
- be familiar with problem solving techniques commonly used in introductory programming,
- develop a style of programming that makes programs readable and readily modified, and
- understand the need for abstraction and verification in solving software problems.

Prerequisites and Co-requisites

Prerequisite: E115 (or PMS 100)
Co-requisite: MA 141 or equivalent. You must have a basic understanding of algebra and trigonometry.

Required Materials

- Wu, C. Thomas. *An Introduction to Object-Oriented Programming with Java.* 3rd edition. ISBN: 0-07-251884-7
- NCSU CSC Department: Style Guidelines (http://courses.ncsu.edu/csc116/common/style_guidelines.pdf)
- Miller, Carol. *Spring 2005 CSC 116 Lab Manual*.

Grading

Labs	10 %
Program 1	7 %
Program 2	11 %
Program 3	11 %
Program 4	11 %
In-class Exercises	10 %
Midterm	20 %
Final Exam	20 %

Grading will be on the following scale:

100-98: A+ | 97-93: A | 92-90: A- | 89-87: B+ | 86-83: B | 82-80: B- |
79-77: C+ | 76-73: C | 72-70: C- | 69-67: D+ | 66-63: D | 62-60: D- | <60: F

Credit Only and Audit Students

The grade of "CR" will be awarded to students who earn a 60.0 or higher in the course and have attempted all programs and exams.

The grade of "AU" will be awarded to students who attempt all 4 programs and one of the first two semester exams and receive a grade other than 0 for each of the programs.

Exams

There will be two exams in this course, each worth 20%. These exams will cover all material (reading, lab, and lecture) up to the date of the exam. This means the final exam will be cumulative.

In-class Exercises

There will be 5 – 10 in-class exercises throughout the course of the semester. These exercises will be used to check attendance and to see how well you understand the material that was presented in lecture the day of the exercise or the previous lecture. If you attempt the in-class exercise you will receive at least a 50% on the assignment. Answers to the in-class exercises will be posted on the website, but the actual papers will not be returned in class. You may request papers back from the TA. If you are absent from class, with an excused university absence, the day an in-class exercise is given, you will not be penalized for missing the in-class exercise.

Labs

Every student **MUST** be registered for a lab section associated with this class. These sections are: 220, 221, 222, 223, 224, 225, and 226. There are 10 labs associated with this course. **Labs begin the third week of classes!**

Each lab has an associated program that must be electronically submitted by the end of the lab period. The labs are online at the course website: http://courses.ncsu.edu/csc116/lec/001/labs.html. Submission is done through Wolfware at: http://submit.ncsu.edu.

Students are required to stay in lab for the full 2 hour and 50 minute, unless you have completed all programming assignments, including programming projects. This time period allows you to ask questions of your TA and work on your programming projects.

Programs

There are 4 programming projects this semester. These projects will be submitted electronically by the due date (http://submit.ncsu.edu), and a **HARDCOPY** will be turned in at the **BEGINNING** of the next class after the due date. The hardcopy must contain a printout of all code and a program grade sheet on top, and stapled together.

All programs are to be completed using Java 1.4.2. You may access the Java Development Kit on campus computers (Linux and Solaris) using: “add jdk142” at the command line. You may download the Java 2 Standard Edition (J2SE) Software Development Kit (SDK) from http://java.sun.com to use on your home computer; however, grading of programs will be done on the Linux operating system. If you work from home, make sure to check that your program will work on a Linux box!

Lab Appeals

The lab instructors for this course will be responsible for conducting their individual lab section and grading your lab assignments and programming projects. They are available to help answer your questions about the labs they teach, your assignments, and your grades.

If at any time you feel an assignment was graded improperly, first discuss the grade with the person who did the grading (for labs and projects this will be your lab instructor – for tests this will be the lecture TA). If you are still unsatisfied with the answer, write on the assignment the areas you are concerned with and submit the assignment to me for a regrade. **All regrade requests must be submitted to the instructor no later than 2 weeks after the assignment was returned to you! Please talk with the person who graded the assignment FIRST!**

Time

You are expected to spend 6 to 12 hours per week outside of class preparing and working on assignments.

Attendance and Late Work

Attendance to lecture and lab is mandatory! If you miss a lecture or lab, you must present documentation in order for the absence to be excused. Exam makeups will only be given with a documented excused absence.

All assignments are required to be handed in by the specified due date(s). No late work will be accepted, unless you have a documented excused absence.

Excused absences will be handled as per NC State Academic Policy on Attendance Regulations (http://www.ncsu.edu/policies/academic_affairs/pols_regs/REG205.00.4.php). 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 excuses absences beyond this number will only be allowed with special permission of the instructor.

Academic Integrity

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. Any attempt to gain an unfair advantage in grading, whether for yourself or another, is a violation of academic integrity.

Students who cheat on a program will receive a -100 for the assignment. Cheating is worse than not turning in the assignment, and may lead to suspension from the university!

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

Examples of Cheating:

- It is cheating to given any student access to any of your work which you have completed for class assignments. Your campus account if for your use alone.
- It is cheating 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, or post on the Internet, bulletin boards, etc. you work for others to obtain.
- It is cheating to give another student access to your account, or to give them your account password.
- It is cheating for you and another student to work on the same file to turn in for an assignment, unless otherwise specified by the assignment. This applies to both the EOS system at home computing systems where the files will be submitted for a grade.

Examples of NOT Cheating:

- Using code from the class locker.
- Using code from other programs YOU wrote.
- Help from the TA or Instructor.
- Using code from the TA or Instructor (with citations).

Protecting Yourself:

- Do not leave papers lying around your workstation
- Do not dispose of important papers in the lab recycling bins and trashcans 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 give other students access to any of your workspace or email them any code.
- Keep all copies of final and intermediate work until after assignment is graded.
- Keep graded assignments until after you receive the final grade for the course.

Message Board Use:

The message board is available to ask questions about assignments and tests. **Do not post any code to the message board!**

Students with Disabilities

Reasonable accommodations will be made for students with verifiable disabilities. In order to take advantage of available accommodations, students must register with Disability Services for Students at 1900 Student Health Center, Campus Box 7509, 515-7653.

More info can be found at http://www2.ncsu.edu/ncsu/stud_affairs/counseling_center/dss/

Students registered with Disability Services should present their letters of accommodations to the instructor prior to the end of the first week of classes.

Acknowledgements: Syllabus based off of Jason Schwarz's and Carol Miller's syllabuses.