

Java Programming CS38 Fall 2024

Ticket: #60425 0300-0450pm Tu/Th

INSTRUCTOR: Steve Jang

Email: S.Jang@ivc.edu. Please post general questions in Canvas "Discussions" first

Office Hours: by appointment

Focuses on application development using stand-alone Java programs and Java applets. Covers Java syntax and operating procedures, programming techniques for object-oriented programs, arrays, text files, GUI components, exception handling, and multithreading.

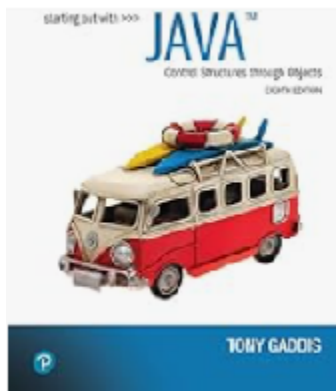
Learning Aids: The eBook contains interactive "live" problems

- Self-Check
- Interactive Practice
- Chapter Review

Study & Best practice: Read the chapter, practice the live problems and complete the homework **before** class. Homework are typically due Sunday at 9 pm.

I reserve the right to change the syllabus. Any changes will be announced in class.

IMPORTANT DATES: Please refer to the college website or MySite for the "official" semester start/end date, No penalty drop date, Pass/No Pass date, and Last day to drop.



REQUIRED TEXT: Pearson eText Starting Out With Java: Control Structures through Objects -- Instant Access Pearson+ Single Title Subscription, 4-Month Term. The eBook version has **"interactive"** exercises and videos which will be used during the course. The eBook is available from the campus bookstore.

REQUIRED SOFTWARE: Download / install from bluej.org for your PC or Mac or Linux computer. Lecture will be using BlueJ.

ONLINE JAVA COMPILER: may be used for some classwork (but is secondary to BlueJ).

GRADING

4+ Exams	50%		A	90-100
Lab	10%		B	80-89.99
Assignments	40%		C	70-79.99
			D	60-69.99
Total	100%		F	0-59.99

NO MAKEUP EXAM, LAB OR FINAL EXAM WILL BE GIVEN. You will have multiple exams to demonstrate your knowledge. Additionally your lowest score may be dropped. The final grade that you earned for the class is firm and non-negotiable. Assignments, exams, labs have a "due date" and a "closing date". After "due date" and before the "closing date" submissions will have penalty points applied. After the "closing date" your work will be refused. I won't accept assignment submissions for course credit unless they are uploaded properly through the Canvas assignment submission interface.

It is the responsibility of the student to drop the class in a timely manner if they so choose.

Exams are generally every second or third week and are comprehensive with a focus on the current unit.

Final exam is on: (section #60425) Thursday 12/12

LATE PROGRAMMING ASSIGNMENTS WILL NOT BE ACCEPTED FOR ANY REASON.

NOTE: Computer and internet related problems are never a valid excuse for not completing or submitting a quiz, exam or an assignment on time, therefore it is advisable to complete the assignments early enough to take into account any problems that may occur. Late exams, exams and assignments will not be accepted.

Attendance Policy: The course is "interactive" and you will submit work several times during the lecture, thus attendance is **required**.

You may be dropped from the course if:

All sections:

- You miss the first day of class, the college insists that the student be dropped.

Sections meeting twice a week:

- If you miss three (3) consecutive class sessions without a documented excuse.

- You miss three (3) class sessions out of any 4 or 5 consecutive classes without a documented excuse.

Sections meeting once a week:

- You miss two (2) class sessions out of any 3 consecutive meetings without a documented excuse.

According to the policy in the college's catalog, a student may be dropped from the class after six cumulative hours of absence. Do not, however, assume that you have been dropped. Failure to attend class may instead result in an F or FW.

**Students who are still officially enrolled past the withdrawal deadline (65% point /Drop with a "W" Grade) and who have been excessively absent per the attendance policy may be assigned a FW grade. The FW counts the same as an F grade in the grade point average, but denotes you stopped attending class and did not fail due to lack of mastery of the course material. The FW grade may impact eligibility for some types of financial aid. See the Financial Aid Office for more information.*

It is the responsibility of the student to drop the class in a timely manner if they so choose.

DISABILITY ACCOMMODATIONS

If you have a disability that might prevent you from fully demonstrating your academic abilities, you should meet with the IVC Disabled Students Program and Services staff as soon as possible to initiate disability verification and discuss appropriate accommodations. It is also advisable that you immediately make the instructor aware of any special needs you may have relating to this class.

Phone: 949-451-5630 Email: ivcdsps@ivc.edu

STUDENT SUCCESS CENTER - TU 301 Students may use BSTIC 110 Computer Lab any time it is open. For more information email IVCSuccessCenter@ivc.edu

ACADEMIC INTEGRITY

As per the Irvine Valley College catalog, "Irvine Valley College actively promotes academic and institutional honesty." Falsification, plagiarism, and cheating will not be tolerated. Any act of academic dishonesty will result in a zero for that assignment or exam for the first infraction. A second infraction will result in an automatic final grade of F for the course.

- Cheating will not be tolerated.
- Seats will be randomly assigned.
- Exams are administered on Scantron/paper
- A student caught cheating will receive a grade of zero points on the quiz, exam, or final. A second infraction will result in an automatic final grade of F for the course.
- A grade of zero received for cheating CANNOT be replaced.
- IVC picture ID will be checked during exams.
- Failure to show your ID when requested will result in a grade of zero for the exams.

Electronic Devices

Unless otherwise stated, the use and display of any electronic devices (laptops, tablets, phones, MP3s, voice recorders, video recorders, smart watches, wireless earphones, etc.) are NOT allowed during class time or testing time. Use of any of the above device(s) during testing will be considered cheating. You may only use laptops or tablets to take notes during class.

Calculator Policy

Calculators may be used to check your calculations but are generally not needed.

Exam Policy

Please take bathroom breaks before the Exam starts. Leaving the classroom during a test will be interpreted as having completed the test. Any type of communication between students during an exam will be interpreted as cheating. Face-Face live classes: All electronic devices including laptops, tablets, phones, MP3s, voice recorders, video recorders, smart watches, wireless earphones, etc. must be securely placed inside the student's personal backpack and cannot be in any way in direct physical contact with the student while taking the test. If a student is in any way in direct physical contact with the above stated electronics device(s), it will be considered as cheating.

STUDENT LEARNING OUTCOMES

SLO 1	Input/Output Statements	Students will create Java applications incorporating input/output statements to/from text files.
SLO 2	Parameter Passing	Students will create Java applications incorporating parameter passing to class methods and functions.
SLO 3	Array Structures and Class Structures	Students will create Java applications incorporating array structures and class structures utilizing inheritance and polymorphism.

Tentative Course Schedule

Unit	CS Topics	Supplementary Resources
1	Install Softwares, student accounts SOW1: Introduction	Java Environments: BlueJ , Replit Online resources Runestone Academy: Getting started & primitive types https://codingbat.com/java
2	SOW2: Java Fundamentals	Basic data types: int, floats, doubles, boolean, char Pre-designed types / classes: Scanner; Math; Random, String, Decimal and Draw Runestone Academy: Unit 2.6 String Runestone Academy: Unit 2.9 Math
3	SOW3: Decision Structures	Runestone Academy: Unit 3 If statements
4	SOW4: Loops and Files	Runestone Academy: Unit 4 Iteration/Loops
5	SOW5: Methods	Runestone Academy: Unit 5 Writing Methods
6	SOW6: Using Objects, OOP1	Difference between objects and classes. Invoking methods.. API documents
7	SOW7 - Arrays and Lists	Runestone Academy: Unit 7 Arrays, Unit 8 ArrayList
8	SOW8: OOP2	Runestone Academy: Unit 6 Writing Classes
9	SOW10: OOP3	Runestone Academy: Unit 10 Inheritance