CSCI 209-01 **Programming in JAVA** **Spring 2024**

Instructor

Name	William M. Jones, Ph.D., *Professor of Computing Sciences*
Office	ACOB2 235
E-Mail	wjones@coastal.edu
Web Page	https://www.coastal.edu/academics/facultyprofiles/science/computingsciences/williammjonesjr/
Office Hours	TuTh 12:15PM – 2:15PM *(tentative, see above link for latest)*
Times/Room	TuTh 8:00AM – 9:15AM, AOC2/PENNY Room 311

CSCI 209 Programming in Java - 3 credits

Prerequisite(s): CSCI 145 or CSCI 150/CSCI 150L with a grade of 'C' or better

Students will learn to program in the Java programming language. Topics include inheritance, threads, graphics, network programming, and Web-programming.

Semester(s) Offered: Offered as needed.

Main Course Contents

Introduction to JAVA programming in BOTH an IDE and command-line Linux environment.

CCU Description
(see above screenshot from catalog)

Texts and Other Materials

Big Java – Late Objects – integrated into ZYBOOKS:

1. Sign in or create an account at learn.zybooks.com
2. Enter zyBook code: COASTALCSCI209JonesSpring2024
3. Subscribe

SLOs

CSCI-209 Programming in Java

1 - Use an integrated development environment to write, compile, run, and test simple object-oriented Java programs.
#2 - Define and identify key Java programming constructs and statements.
- a. Identify and compose appropriate variable, constant, class, and method names and datatypes
- b. Design and evaluate loop structures in a Java program;
- c. Declare, create, initialize and implement arrays.)

3 - Demonstrate a basic understanding of Object-Oriented Programming.
- a. Describe the concepts of abstraction, encapsulation, inheritance, and polymorphism;
- b. Distinguish between and implement abstract classes, concrete classes, and interfaces;
- c. Demonstrate the understanding of function overloading;
- d. Construct a modularized program using methods;
- e. Explain the concept of class and objects with access control to represent real world entities.)

4 - Able to debug code and design for input validation.
- a. Explain and handle exceptions;
- b. Demonstrate how to create custom exceptions.

5 - Use appropriate documentation standards in a program. (a. Identify and implement proper code indentation, spacing and commenting.)
6 - Use multithreading concepts to develop inter process communication.
7 - Demonstrate a basic understanding of file system and file handling.
8 - Explain and use generic classes and packages in the Java library.

Grading

Grades will be assigned according to the standard 10-point grading scale with possible "+" letter grades.

There will be no curving of grades during the semester. I **MAY** decide after all grades are in at the end of the semester to curve, based on the cumulative difficulty of the material, averages, etc; however you should not assume that any curve will be given.

Grading Scale

90 - 100	A	70 - 76	C
87 - 89	B+	67 - 69	D+
80 - 86	B	60 - 66	D
77 - 79	C+	0 - 59	F

Grades will be based on quizzes, assignments, 2 tests, and a final exam. Your final grade will be calculated as follows:

Assignments	30%
Quizzes	10%
Tests (2)	40%
Final Exam	20%

As you can see, a good bit of the weight is given to "Assignments". This category includes, but is not limited to, in-class lab-based designs and programs, as well as homework, and longer-term group-based assignments.

Graded items inside the "Assignment" category may not be equally weighted, and the number of items that fall into this category is not predetermined. The same is true for the "Quizzes" category.

Note about any extra credit: I reserve to right, up until the end of the course, to determine how and when extra credit will be calculated into the final score, if applicable.

Note: You should not make assumptions about what will take place in this course based on what has taken place in this course during prior semesters. I reserve to right to either follow or not follow prior practices.

ADA Statement

Coastal Carolina University is committed to equitable access and inclusion of individuals with disabilities in accordance with the Americans with Disabilities Act and Section 504 of the Rehabilitation Act. Individuals seeking reasonable accommodations should contact Accessibility & Disability Services (843-349-2503 or https://www.coastal.edu/disabilityservices/). If this applies to you, it is your responsibility to request testing reservations (Accommodate System) in the system well ahead of time, and for a time-slot that matches when the exams would be taken in the regular classroom.

Course Policies

Attendance:

Required – my class attendance policy is the CCU required policy specified by STUD-332:

https://www.coastal.edu/policies/policyDetails.php?x=120

Please read this policy in its entirety.

In short:

Attendance is required
No late work accepted.
Make-up tests by prior appointment only.
Wait 15 minutes for late instructor.

Tests

Tests will be given during regularly scheduled class times. Make-ups for missed tests will not be allowed without prior approval from the instructor and only when the absence is excused (verification may be required).

E-mail Communication. – And MS TEAMS

(Either email me or use MS Teams)

I will normally respond to e-mails within one day. I do not normally read student e-mails on the weekends, so do not expect an immediate response if an e-mail is sent then; however in some cases I will be able to respond during the weekend. University

policy dictates that all e-mail communication regarding class issues be conducted with students via their Coastal e-mail address. E-mail from other addresses will not be answered.

An e-mail must have the correct course number in the subject. If you send me email without a subject, it is very likely that I will throw it away as SPAM. If you send me email, use correct spelling, grammar and punctuation. Do not send email to me using instant messaging code or txt-speak. If you do, I will throw away your email.

Hints for Success

- Start working on assignments early.
- You can't leave things to the last minute in this course.
- If you get stuck, take a break and then go back to think about it.
- Ask questions! Don't hesitate to contact me if you have any problems or don't understand something.
- Be familiar with the reading material before coming to class.
- Attend class!

Academic Honesty

Coastal's policy on academic integrity as stated in the Student Code of Conduct:

> *Coastal Carolina University is an academic community that expects the highest standards of honesty, integrity and personal responsibility. Members of this community are accountable for their actions and reporting the inappropriate action of others and are committed to creating an atmosphere of mutual respect and trust.*

Cheating and plagiarism will not be tolerated. Students are required to turn in their own work, unless otherwise specifically allowed by the instructor. Submitting a copy of another student's work or allowing your work to be copied by another student is a violation of academic integrity. Falsification of program output is also a violation of academic integrity. **Penalties for violations of academic integrity WILL include a grade of FX for the course, no exceptions** and notification of the Provost of the University. Please refer to the Student Handbook from the Office of Student Affairs for more information regarding Coastal Carolina University's Student Code of Conduct and Academic Responsibility.

The instructor's decision as to whether to report a student for a possible violation of the academic honesty on an assignment depends on a variety of factors including the intent of the assignment and the behavior of the student. Two general guidelines will be used in making the decision:

- Program plagiarism will be suspected if an assignment that calls for individual work results in two or more programs so similar that one can be converted to another by purely mechanical transformations. The same is true for assignment plagiarism.
- Cheating will be suspected if a student who was to complete an assignment independently cannot explain both the intricacies of his/her solution and the techniques used to generate that solution.

To avoid any semblance of plagiarism, it is recommended that observe the following guidelines:

- Allowing another student to examine your program or assignment solution or examining another student's program or assignment solution, for any reason, is strictly forbidden.
- You may discuss only the following with other students:
  - The program statement (e.g., "What size inputs do we need to handle?"').
  - Syntax errors and features of programming languages (e.g., "How do I declare a file?"' or "Do I need to terminate the last line in a procedure with a semi-colon?").
- Discussion of solutions to an assignment must be limited to a discussion of what was discussed in class, in handouts or in the book. You may not otherwise discuss algorithms to be used to solve programming assignments (e.g., you should not ask or answer "Should I use linked lists to store the input lines?") except to discuss what was said in class about the issue.
- Attempting to falsely represent the correctness of your program, or to delay other members of the class from completing a programming assignment, is cheating.
- You are discouraged, in the strongest possible terms, from making a habit of getting together with another student while you work on a programming project or homework assignment with the idea that you will limit yourselves to discussion of problems such as syntax errors only. There are too many temptations, and if by chance your programs or assignments wind up being very similar, you will find it difficult to make a convincing argument that you limited yourselves to allowable discussions of the project.

Changes
The instructor reserves the right to make changes in this syllabus at any time.

Moodle
Check Moodle daily for updates

Course Student Learning Outcomes Mapping to ABET Performance Indicators

TBA