

RICHLAND COLLEGE

ITSE 2417 Java Programming

INSTRUCTOR INFORMATION:

Hieu Vu Office B 130 Tel: (972) 238-6984
HDV8512@DCCCD.EDU
Office Hours: 7:00 – 8:00 (M, T, W, R, F)

CATALOG DESCRIPTION:

Syntax and semantics of the Java language with object orientation. Primary emphasis is on development of completed object-oriented applications both with and without a graphical interface.

PREREQUISITE: One semester of high level language programming COSC 2315 or 2425.

TEXTBOOK:

Introduction to JAVA Programming, Y. Daniel Liang, Prentice Hall, Inc. 4th ed. 1999. ISBN # 0-13-100255-2

SUPPLIES:

One 3.5 inch Double-sided, High Density diskette to turn in with lab assignments

Course Objectives:

COSC 2417 Learning Outcomes

- Declare and use Java class objects
- Understand the object-oriented programming concepts of encapsulation, inheritance, and polymorphism and properly apply them in the construction of a Java program
- Understand the advantages and disadvantages of the use of recursion in the solution of problems.

Core Curriculum Intellectual Competencies

- Reading: the ability to analyze and interpret a variety of printed materials - books, documents, and articles
- Writing: the ability to produce clear, correct and coherent prose adapted to purpose, occasion and audience
- Speaking: ability to communicate orally in clear, coherent, and persuasive language appropriate to purpose, occasion, and audience
- Listening: analyze and interpret various forms of spoken communication, possess sufficient literacy skills of writing, reading
- Critical Thinking: think and analyze at a critical level
- Computer Literacy: understand our technological society, use computer based technology in communication, solving problems, acquiring information.

Core Curriculum Exemplary Educational Objectives

- Discuss computer and communications terminology
- Evaluate the effects and implications of computers and communication technology on society
- Demonstrate knowledge of the impact of technology on the individual's privacy, security, lifestyle, work environment, standard of living, and health
- Gather information for decision-making
- Participate in global communities using available technology
- Create quantitative and qualitative data presentations

Policies:

Attendance Policy: It is expected that students will attend class regularly. Students who will be absent from class for the observance of a religious holiday must notify the instructor in advance. Please refer to the college catalog Student Obligations section.

Withdrawal (Drop) Policy: To drop a class or withdraw from the College, students must obtain a drop or withdrawal form and follow the prescribed procedure. It is the student's responsibility to drop or withdraw. Failure to do so will result in receiving a performance grade, usually a grade of "F." Should circumstances prevent a student from appearing in person to withdraw from the College, the student may withdraw by mail by writing to the Registrar. No drop or withdrawal requests are accepted by telephone. Students who drop a class or withdraw from the College before the semester deadline receive a "W" (Withdraw) in each class dropped. The deadline for receiving a "W" is indicated on the academic calendar and the current class schedule. This semester the drop date is April 11, 2002. The deadline for dropping without a "W" is January 28, 2002.

Academic Honesty Policy: All students are expected to support the Richland College Statement on Academic Honesty, a two-page document that is available from several sources in the schedule and on-line (please ask me for a copy if you cannot locate it easily and want to see it).

Disability Services/Special Services: If you are a student with a disability and/or special needs who requires ADA accommodations, please contact Richland College Disability Services Office, C120, (972) 238-6180.

Computer/Internet Policy: As a Richland College student, you have access to the Del Rio computer labs for educational and instructional purposes. You are required to show your Richland Student ID when requested by lab personnel. You are expected to follow lab policies as well as the Student Code of Conduct specified in the catalog.

Tutoring and Other Assistance Policies: Tutoring is available through the Center for Teaching and Learning Connections ((972) 238-6226, Medina 216) and the Del Rio lab ((972) 238-6317, large counter center of second floor). Generally, one hour per week is free.

Safety Policy: It is important for you to participate in this class in a safe, appropriate manner. We occasionally have to step over cords for the multimedia cart and/or computer equipment. We also need to watch out for boxes and paper, students' back-packs, etc. During the first few labs, I will encourage you to begin to build good computing habits, designed to prevent eyestrain, carpal tunnel syndrome, etc.

Campus Food and Drink Policy: No eating or drinking is allowed at the computer tables in the lab rooms. If you want to eat or drink in the lecture room, you must sign the Statement of Responsibility, an agreement to be responsible for removing cans, bottles, trash, from the learning environment.

METHOD OF EVALUATION:

Five (5) Programming Assignments:	50%
Two Exams:	30%
Final Exam:	20%
90 – 100:	A
80 – 89:	B
70 – 79:	C
60 – 69:	D
00 – 59:	F

Class Attendance:

Students are expected to attend all classes and to be on time. Absences due to extenuating circumstances can be excused at the discretion of the instructor. There is no make up for exams for any absences. If you miss a class, it is your responsibility to acquire the information from other students or the instructor.

Assignments: (Homeworks, Programmings)

Late assignments will not be accepted unless with the permission of the instructor.

Exams:

There will be two exams and a final exam. You need permission from the instructor if you can not take the exam on a given day.

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COURSE SYLLABUS

Week 1	Chapter 1,2	<u>Introduction</u> to Java. Java building elements.
Week 2,3	Chapter 3	Control Structures: Sequential, Selective statements, <u>if, if... else, switch</u> statements. Repetitive statements, <u>while, do... while, for</u> loops control statements.
Week 4	Chapter 4	<u>Methods</u> .
Week 5,6	Chapter 5	Programming with <u>Objects</u> and <u>Classes</u> . <u>Exam I.</u> (end of week 5)
Week 7,8	Chapter 6	<u>Arrays</u> and <u>String</u> .
Week 9,10	Chapter 7	Class <u>Inheritance</u> . Sub-classes, Super-class (base classes).
Week 11	Chapter 8	<u>Graphics</u> Programming.
Week 12,13	Chapter 9	<u>Graphical Users Interfaces</u> (GUI) <u>Exam II.</u> (end of week 12)
Week 14,15	Chapter 10	<u>Applets</u> and advance Graphics..
Week 16		Review course. <u>Final Exam.</u>