CSCI 428: OBJECT ORIENTED PROGRAMMING, Spring 2014

INSTRUCTOR

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CLASS MEETING TIMES

Online.

TEXTBOOK

Author: Wu, C. Thomas.

Title: An Introduction to Object Oriented Programming with Java

Edition: 5th Edition.

Publisher: McGraw Hill

PREREQUISITES

CSCI 270 or CSCI 320

STUDENT LEARNING OUTCOMES

(CO428.1): Object Oriented Software Design and Development.

(CO428.2): Classes and Objects.

(CO428.3): Overloading.

(CO428.4): Inheritance and Polymorphism

(CO428.5): Generics, Exceptions.

(CO428.7): Software Integration and Unit Testing.

COURSE DESCRIPTION

This course provides an overview of object oriented programming (OOP) using the Java language. We begin with an introduction to objects, classes, and the object oriented way of thinking. We cover topics such as encapsulation, abstraction, inheritance, and polymorphism. After covering the essential material in object oriented design, we will look in to additional topics such as generics, exception handling, data structures, design patterns and unit testing.

METHOD OF EVALUATION

Your grade in the course will be calculated as follows:

Programming Assignments: 30%

Quiz Assignments (Approximately 10): 15%

Discussion Assignments: 10%

Exam 1 (Week 5):   15%

Exam 2 (Week 10):   15%

Final Exam (Week 15):   15%

Assignments and projects will be assigned on eCollege and must be turned into the correct *Dropbox*.

The course final letter grade will be determined as follows:

 A – total number of points ≥ 89.5

B – $79.5 \leq$ total number of points < 89.5

C – $69.5 \leq$ total number of points < 79.5

D – $59.5 \leq$ total number of points < 69.5

F – total number of points < 59.5

TECHNOLOGY REQUIREMENTS

In order to successfully participate in and complete this course, you must have access to a computer with Internet access that can run the e-College software. You will also need access to word processing software (preferably Microsoft Word). Within the e-College interface, you must be accessible with the following tasks: reading and posting to a discussion thread, uploading and downloading documents from "*Doc Sharing*," uploading homework assignments/papers into an appropriate "*Dropbox*", and taking exams online. If you are uncomfortable with performing these tasks, then you are encouraged to view the tutorial that is offered on the e-College website.

For programming assignments, it is strongly recommended to use a Java IDE such as Eclipse, available for free at www.eclipse.org.

ACADEMIC ETHICS

"All students enrolled at the University shall follow the tenets of common decency and acceptable behavior conducive to a positive learning environment." (See Student's Guide Handbook, Policies and Procedures, Conduct).

ATTENDANCE POLICY

Students are expected to be present at all class lectures. If a student is absent from class on the due date of any assignment, they are expected to make alternative arrangements to assure that the assignment is turned in on time. Any student wishing to withdraw from the course must do so officially as outlined in the class schedule.

COURSE REQUIREMENT DEADLINES

Credit will be given for only those exam(s), program(s), and/or project(s) turned in no later than the deadline(s) as announced by the instructor of this class unless prior arrangements have been made with the instructor.

ACADEMIC ETHICS AND HONESTY STATEMENT

Scholastic dishonesty is a violation of the Code of Student Conduct. Scholastic dishonesty includes, but is not limited to, cheating on a test, plagiarism, and collusion. "All students enrolled at the University shall follow the tenets of common decency and acceptable behavior conducive to a positive learning

environment." (See Student's Guide Handbook, Policies and Procedures, Conduct).

Academic dishonesty includes, but is not limited to, cheating on tests, plagiarism and collusion. Cheating includes copying from another student's test or homework assignments or projects or quizzes, using materials not authorized, collaborating with or seeking aid from another student during a test,

knowingly using, buying, selling, stealing, or soliciting the contents of an unadministered test, and substituting for another person to take a test. Plagiarism is the appropriating, buying, receiving as a gift, or obtaining by any means another's work and the unacknowledged submission or incorporation of it one's own written work. Collusion is the unauthorized collaboration with another person in preparing written work for the fulfillment of course requirements. Academic dishonesty is a serious offense in college. You will be given not only a failing grade on the assignment or test, but also a failing grade for the class. Further, it will result in suspension from college.

PLAGIARISM

In any written paper or test or assignment or quiz or project including code and/or documentation, you are guilty of the academic offense known as plagiarism if you half-copy or copy another author's sentences, words or any part of the content. This will result in an automatic grade of "F" for the course. Hence any of these must be fully avoided in order not to fail the class. Students copying from work done in previous semesters by former students as well as copying from Internet sources without proper referencing will result in you failing this course. You cannot mix the author's words with your own or

"plug" your synonyms into the author's sentence structure. To prevent unintentional borrowing, resist the temptation to look at the source as you write. The author's words, phrases, sentences must be put in your words and in your way of writing! When you do this, you are demonstrating your ability to understand and comprehend the material!

STUDENTS WITH DISABILITIES

Students requesting accommodations for disabilities must go through the Academic Support Committee. For more information, please contact the

Director of Disability Resources & Services,

Halladay Student Services Bldg., Room 303D,

(903) 886-5835