

# Valencia Community College Course Syllabus Fall 2010

## COP 2800 Java Programming

3 Credit Hours

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**This is a hybrid course. It has both face-to-face and on-line components. It is vital that you attend class regularly *and* keep up with your on-line work from week to week in order to succeed.**

The work you will perform for the class is:

- Project assignments
- Discussion postings and responses
- Quizzes
- Final Examination

(All assignments must be turned in via Valencia Online)

We will cover the same amount of material as if the class were a conventional, face-to-face, full semester one. Please bear this in mind when planning your time and other activities. The goal is for you to enjoy some of the flexibility of on-line courses, and yet still get the direct and immediate feedback, interaction and assistance possible in a face-to-face setting.

### Course Description:

From the *Valencia Catalog*:

COP 2800 – Intro to Java Programming

- Prerequisite: Minimum grade of C in COP 1006 or departmental approval

A hands-on course in programming with the Java language for students who have completed a course in programming concepts or have some other programming experience. Students will create Java applications with emphasis on correct object-oriented programming techniques and will become familiar with object-oriented design, including the creation of classes in Java and the use of existing classes as provided in the current version of Java API.

### Major Topics

These are some of the most important topics we'll cover:

- Introduction to the Java Language
- Java Language Fundamentals
- Java Control Structures
- Java Collections

- Object-oriented Programming
- Exceptions

## Learning Outcomes

These set down the basic knowledge, skills and abilities you should have after completing this course. Please see the Learning Outcomes document for details. We'll be referring to these outcomes frequently during the course, as we complete in-class and homework projects.

## Tools:

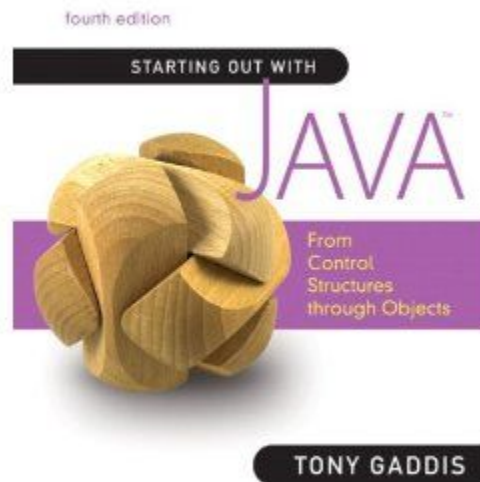
We will use two freely-available programming environments. These include:

- Processing (<http://processing.org>)
- Eclipse (<http://eclipse.org/>)

We'll start with Processing (which is a simplified “wrapper” around Java), then move to the more powerful (and complex) Eclipse Integrated Development Environment (IDE) for Java.

## The textbook is:

*Starting Out with Java: From Control Structures through Objects* (4th Edition), Tony Gaddis.



**ISBN-13:** 978-0136080206

Because there is so much excellent material on the web about Java programming, we'll be reading a lot of materials outside the text as well.

## Grading

Your course grade will be based on a combination of quizzes, examinations, projects, and class participation, in the following proportions:

Class participation (postings, replies)	100 points
Final Examination:	200 points
Projects:	400 points
Quizzes:	300 points

### The grading scale is:

900 to 1000 points	A
800 to 899 points	B
700 to 799 points	C
600 to 699 points	D
Fewer than 600 points	F

## General plan of the course

Course activities

### *Projects*

The goal here is to allow you to choose among possible projects so that you can achieve as many points as you wish (up to a maximum of 400) by choosing to complete different projects. There will be enough projects so that you can get full credit without doing every assignment.

These assignments vary in complexity (and realism), with more complex projects worth more points. The points indicated for each assignment represent what you can get for a complete and accurate solution. Projects that display extra effort, creativity and functionality may be awarded more points. Similarly, projects that fall short of meeting the stated requirements will receive fewer of the possible points.

These are intended as individual projects, but I will entertain suggestions for team projects if you wish. I must approve any team projects in advance. If approved, all members of the team are expected to participate and all will receive the same grade on the team assignment.

Assignments must be submitted in our Valencia Online Blackboard 9 section by the specified time in order to receive full credit. (If you have questions about the assignments, then please contact me well before due date, or I may not get your question in time to respond helpfully.)

### *Class Participation*

This includes both active participation and attendance at face-to-face classes, and appropriate postings and replies in Valencia Online.

If you are confused or having difficulty with a project, you are expected to post questions in Blackboard 9, and/or to get in touch with me. Since the background and experience level of students in our programming classes varies widely, you will find that

other students are a valuable source of assistance with programming problems and questions. Questions and answers you post help earn you points for class participation as well.

### *Quizzes*

There will be a number of very short (5 to 10 item) quizzes, each focused on a specific aspect of Java programming.. Quizzes will be administered in our Valencia Online section of Blackboard 9.

### *Hands-On approach.*

Program design, and programmatic thinking, as taught in this class are critical to success in a programming career. But programming must be experienced to be fully appreciated.

As the section on Projects above suggests, you will be expected to spend significant time outside of class on programming problems as well.

### *Exam*

You must take the final in order to pass the class -- this is college policy. The final exam will be comprehensive and designed to show that you can apply your knowledge of Java.

### *Surveys*

From time to time, your instructor may ask you to complete an on-line survey to provide immediate feedback about the content and level of the course materials and assignments. We will share some of these findings in summary form, and your instructor will make reasonable efforts to incorporate suggestions into the course, subject to his discretion and understanding of discipline requirements and college policies. I will probably offer extra credit for completing any surveys.

### **Policies:**

You are expected to abide by the college rules with respect to the integrity of your own work and with regard to plagiarism or cheating. By way of clarification: working together on a project, or asking other students questions about the assignments or programming in general IS NOT cheating, and is welcome and encouraged. Turning in someone else's work as your own, or providing someone else with your completed work, or providing unauthorized assistance on the quizzes or the exam IS cheating.

I reserve the right to ask you to discuss and explain any aspect of a submitted assignment with me by phone or chat. This has the benefit of helping us both understand how you approached the assignment, and of further ensuring that submitted work is original, as defined above.

Makeup exams or alternative testing arrangements must be negotiated with the instructor in advance of the exam dates, except for true emergency situations.

Late assignments may be subject to a reduction in credit, as explained above.

## How to succeed in this course

**It is critical that you read the assigned materials.** It is unlikely that you will succeed in the class if you do not read your assignments in a timely fashion. Assignments and postings presume that you have read the material, and are likely to be markedly less enjoyable and significantly more confusing if you have not done read the material in advance.

Quizzes and assignments have deadlines not in order to penalize students or to complicate what is likely an already busy lifestyle, but to ensure that:

- you receive timely feedback on your progress and performance,
- you are encouraged to keep up and not fall behind, and
- you are motivated to prepare for subsequent assignments by mastering concepts presented in earlier lessons.

**It is critical that you complete the projects you choose.** The best way to learn a programming language such as C is by applying it to challenging problems. This is the goal of the project assignments.

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**Important Dates:** <http://valenciacc.edu/calendar/documents/10-11FinalPDFonline.pdf>

January 10 – Class begins

January 17 – Martin Luther King Day, College closed

March 7-13– Spring Break, College closed

March 25 – last day to withdraw with a grade of “W”

**April 18 – Any assignments not previously submitted, make-ups, re-do's etc., due, 11:59PM**

April 25 – Final Exam, due 11:59PM

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### Withdrawal:

*The last date for you to withdraw with a grade of W is Friday, March 25th.* If you withdraw after that date, you will receive a letter grade from me, based on your performance. See the Valencia catalog Withdrawal Policy for further details. Note that you are responsible for withdrawing if you choose to. Please do not assume that your instructor will automatically withdraw you if you simply stop attending. Also please note that there are financial aid implications to withdrawal, some of which could cause you additional financial liability. Please contact an adviser for further details.

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### Valencia Core Competencies:

Valencia faculty have defined four interrelated competencies (Value, Think, Communicate, Act) that prepare students to succeed in the world community. These competencies are outlined in the Course Catalog.

<http://valenciacc.edu/competencies/>

In this course, through classroom lecture and discussions, group work, programming projects, and other learning activities, you will further develop mastery of these core competencies.

**Expected Student Conduct:**

Valencia is dedicated not only to the advancement of knowledge and learning but is concerned with the development of responsible personal and social conduct. By enrolling at Valencia, a student assumes the responsibility for becoming familiar with and abiding by the general rules of conduct. The primary responsibility for managing the classroom environment rests with the faculty. Students who engage in any prohibited or unlawful acts that result in disruption of a class may be directed by the faculty member to leave the class. Violation of any classroom or Valencia's rules may lead to disciplinary action up to and including expulsion from Valencia. Disciplinary action could include being withdrawn from the class, disciplinary warning, probation, suspension, expulsion, or other appropriate and authorized actions. You will find the Student Code of Conduct in the current Valencia Student Handbook.

**Students with disabilities** who qualify for academic accommodations must provide a letter from the Office for Students with Disabilities (OSD) and discuss specific needs with the professor, preferably during the first two weeks of class. The Office for Students with Disabilities determines accommodations based on appropriate documentation of disabilities (West Campus SSB 102, ext. 1523).

**Disclaimer Statement:**

The information presented in this syllabus may be modified as required by the instructor. Students will be notified of any modifications in writing.

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