

Introduction to Computer Programming Using Java
CIS 36A (CRN 11542) – De Anza College
Syllabus – Summer 2015

Instructor: Mounjed Mousalem

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Lecture: 3:00 pm – 4:50 pm, MTWTh in Room AT312

Textbooks: [Optional] *Introduction to Java Programming, Comprehensive Version*,
by Daniel Liang, Prentice Hall, 9th edition © 2012

[Optional] *Core Java, Volume I--Fundamentals*,
by Cay Horstmann, Prentice Hall, 9th edition © 2012

[Optional] *Java: How to Program*, by Paul Deitel and Harvey Deitel,
Prentice Hall, 9th edition © 2011

These textbooks are recommended, not required. You can use any Java textbook that fits your style and budget.

Course Description and Prerequisite:

CIS 36A is an introduction to computer programming using the Java language. Absolute beginners or students already familiar with other programming languages will learn how to write Java programs that cover a wide range of applications. The only prerequisites are the ability to work with computers and having access to the Internet. In addition, having a working facility with simple algebra, as well as good written English comprehension skills, are both strong advisories. For success, however, you will also need both a desire to learn and a positive attitude.

Compilers:

You will need a (free) software package called a compiler. In this class we will be using products that run on both *Windows PCs* and *Macs*, namely, *the Java Development Kit (JDK)* and the *Eclipse IDE*. If you prefer another Integrated Development Environment (IDE), you are welcome to use that, instead.

Attendance and Course Policy:

Attendance is mandatory. The exams are based on class lectures and the techniques you have used on the related programming assignments, so any absence is a disadvantage.

It is your responsibility to notify me at the earliest possible time of an unavoidable absence for a valid reason (medical, family situation, college trip, etc.). I reserve the right to drop any student who has missed three consecutive classes. However, under normal circumstances I do NOT drop students from the class rolls.

If you decide to drop the course, you must formally drop the course through the fhda web site (please see next section below). If you simply disappear without going through the appropriate procedure, you will probably receive an “F” for the course.

Programming assignments and projects must be coded and running on the due date, and must be DEMONSTRATED to me for credit if I request from you to do so.

Drops and Withdrawal:

For a complete reference of all withdrawal dates and deadlines, refer to the De Anza College registration page at the college web site here:

<https://www.deanza.edu/calendar/summerdates.html>

To continue in this class, you must participate weekly in all areas: assignments, exams and discussion.

Grading: Your grade will be determined by the following course components:

Exams (75%): Exam 1 at the end of the 2nd week (25%)
 Exam 2 at the end of the 4th week (25%)
 Exam 3 at the end of the summer session (25%)
 [as scheduled by the Registrar's Office]

Assignments (25%): 5 Programming Assignments (5x5% = 25%)

Grades will be assigned according to the following scale:

% needed for	this grade
97	A+
91	A
88	A-
86	B+
80	B
78	B-
75	C+
67	C
60	D
< 60	F

Please keep all graded papers until you have received your official grade report. If there is any dispute over a recorded score, you must produce the graded assignment or exam.

During exams, you may use your laptop ONLY to view class Notes.

*There are **NO** makeup tests.*

Student Learning Outcomes:

SLO #1 – Design solutions for introductory level problems using appropriate design methodology incorporating elementary programming constructs.

SLO #2 – Create algorithms, code, document, debug, and test introductory level Java programs.

SLO #3 – Read, analyze and explain introductory level Java programs.

Course Outline:

A General Course outline for this and other CS courses can be found:

<https://www.deanza.edu/publications/catalog/search/outlinepublic.html?searchID=CIS36A>

Course Catalog:

You can access the official course outline of record for all CIS courses here:

<https://www.deanza.edu/cis/courses.html>

Collaboration:

Working together on non-team assignments = ZERO + Dean of Student's Office.

Husbands and wives, roommates, and friends taking the course together: don't discuss ungraded homework with each other outside the public forums. Instead, bring up your questions during lecture sessions or direct them to the public (Catalyst) forums associated with this course where everyone can comment and I can moderate the discussion. Do not look for answers on cheater web sites or pay-for-help web sites.

Any variation of collaborating or copying programming assignments is prohibited. The assignment must be 100% your own work. Changing a few variables around to make them look different won't fool me. And if it does fool me, you probably had to change so many things that you knew enough to do it yourself in the first place.

There is a place to ask for help with homework: the Public Forums labeled for that purpose or the Tutorial Center.

If you accept help from someone who is not trained to teach without giving away the answer, it will short-circuit your learning process -- you will actually become weaker. Now, you don't have to agree with me - but you do have to follow the rule.

For those of you wishing to give help, please do not give away the answer. Either tell the person where they can look to find the solution, give them a general idea, or ask them to ask me. Don't post actual assignment code.

Workload:

In addition to class attendance, you are expected to review your notes, prepare for exams and work on each of the programming projects. To pass this course you have to make time to do both of these activities: exams and programming projects. This course is a lot of fun, and a lot of work.

Weekly Time Estimate:

Module Reading: about 5 hours, this includes pasting code into your compiler and trying it out.

Project-related assignments: about six to ten hours. This varies greatly with different individuals; some students take one hour, while some other students take 15 hours.

Submitting Programming Projects:

There will be five programming assignments. You may do the programming assignments in the computing lab or on other systems if you have access to a Java environment. For each project, you are to demonstrate the project to me, submit a printed copy of all files, and upload your files plus screen shots to the assigned drop-box (multiple files are to be zipped into one file before submitting your project).

Programming assignments will be graded on program correctness, documentation, and style. There will be 3 exams, including the final exam. Each exam focuses on recent material but may also cover material from the beginning of the quarter. The exams will be based on class lectures as well as the textbook and techniques you have used in the related programming assignments.