SEMINOLE STATE COLLEGE
OF FLORIDA

Programming in Java *Syllabus*
COP2800, Summer 2019, June 24 - July 26

Course & Faculty Information

Lecturer: TBA
E-mail: TBA
Time: Monday through Friday (1.8 contact hours each day)
Contact hour: 45 hours
Credits: 3
Office hours: By Appointment

Course Description

This course provides an introduction to object-oriented programming using the Java programming language. Students will design, build, test and debug computer applications that utilize classes, objects, inheritance, polymorphism and interfaces.

Prerequisite

COP 1000 with a grade of "C" or higher or department permission.
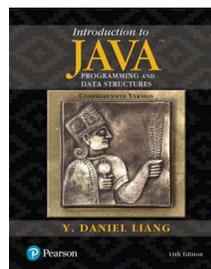
Textbook Information

Introduction to Java Programming and Data Structures

Author: Liang

ISBN: 9780134670942

Publisher: Pearson

Edition:11TH

Measurable Course Objectives

Measurable Course Objectives are outcomes, students are expected to achieve by the end of the course.
- Create classes and objects.

- Design and implement a hierarchy of classes using inheritance.
- Use an inheritance hierarchy to implement polymorphism.
- Overload and override methods.
- Create and use Java exceptions.
- Design and implement abstract classes and interfaces.
- Read and write data from/to a disk file.
- Design and create a graphical user interface application.

Hardware/Software

Java applications can be developed using a Windows, Mac, or Linux machine. All the software needed for this course is free and can be downloaded from the Internet. You will need:

1. Netbeans, Java SE, JavaFX - Bundled download for all three:

   - Netbeans is the Integrated Development Environment for Java programs. It provides you an editor, debugger, and a way to hook to the compiler.
   - Java SE enables you to develop and run Java programs.
   - JavaFX is the GUI library for Java SE.
   - You will need, at the minimum, the Java SE bundle (first column), or All (last column).

2. Open Broadcast Software (OBS) - For video recording of test runs and code walkthroughs.

The course material will provide instructions on how to download, install, and configure these tools. You should plan to do this immediately at the beginning of the course.

You will need to download the student files for the textbook. The location for these files is listed in the Preface of the textbook.

A computer is required in this class.

No Late Assignments and Make-up Exams

It is important to complete the coding projects, quizzes, and exams in a timely manner. Projects, quizzes, and exams are due by midnight (local time) on the date indicated.

You will not be able to make up a missed quiz, exam or missed project for any reason except documented military duty or jury duty.

Evaluation Methods

Your final grade is based on the following:

Participation	10%
Quizzes	20%
Projects	35%
Tests	35%
Total	100%

Grading Scale

Grade	Work Quality
A = 90-100%	"A" level work demonstrates excellence overall with no major weaknesses. This includes an "A" grade on tests and labs. A level work displays excellent presentation and clarification of key concepts of the unit. All written work is outstanding and presented in excellent form.
B = 80-89%	"B" level work demonstrates more strengths than weaknesses. This includes "A" and "B" grades on tests and labs. All written and oral work is on the whole clear, precise and well presented.
C = 70-79%	"C" level work demonstrates slightly more than a minimal level of skill and comprehension of material covered in the class. "C" level work demonstrated by a "C" grade on tests and average presentation of formal written material. "C" level work shows some assignments are reasonably well done but others are poorly done or mediocre at best.
D = 60-69%	"D" level work demonstrates a minimal level of skill and comprehension of material covered in class. "D" level work is demonstrated by a "C" grade or lower on tests and below average presentation of formal written material.
F = Below 60%	"F" level work demonstrates that the student has failed to comprehend the material and to the required work of the course. "F" level work is demonstrated by a grade of "F" or lower on tests and below average presentation of formal written material.

College-wide Student Learning Outcomes

The College-wide Student Learning Outcomes assessed and reinforced in this course include the following:

- Information Literacy

Attendance Policy

The College recognizes the correlation between attendance and both student retention and achievement. Per College Policy 3.060, **Students are expected to attend all classes, actively participate and complete all assigned course work for all courses for which they are registered.**

Course Outline

Subject to change

Week 1	Orientation Chapter 9 Objects and Classes Chapter 10 Thinking in Objects Complete project Quiz Test
Week 2	Chapter 10 Thinking in Objects (continue) Chapter 11 Inheritance and Polymorphism Chapter 12 Exception Handling and Text I/O Complete project Quiz Test
Week 3	Chapter 12 Exception Handling and Text I/O (continue) Chapter 13 Abstract Classes and Interfaces Complete project Quiz Test
Week 4	Chapter 17 Binary I/O Chapter 14 JavaFX Basics Complete project Quiz Test
Week 5	Chapter 15 Event-Drive Programming Chapter 16 Controls and Multimedia Complete project Quiz Test

Academic Integrity

As members of the Seminole State College of Florida community, students are expected to be honest in all of their academic coursework and activities.

Academic dishonesty, such as cheating of any kind on examinations, course assignments or projects, plagiarism, misrepresentation and the unauthorized possession of examinations or other course-related materials, is prohibited.

Plagiarism is unacceptable to the college community. Academic work that is submitted by

students is assumed to be the result of their own thought, research or self-expression. When students borrow ideas, wording or organization from another source, they are expected to acknowledge that fact in an appropriate manner. Plagiarism is the deliberate use and appropriation of another's work without identifying the source and trying to pass-off such work as the student's own. Any student who fails to give full credit for ideas or materials taken from another has plagiarized.

Students who share their work for the purpose of cheating on class assignments or tests are subject to the same penalties as the student who commits the act of cheating.

When cheating or plagiarism has occurred, instructors may take academic action that ranges from denial of credit for the assignment or a grade of "F" on a specific assignment, examination or project, to the assignment of a grade of "F" for the course. Students may also be subject to further sanctions imposed by the judicial officer, such as disciplinary probation, suspension or dismissal from the College.