Instructor:
Joel Castellanos
Office: Farris Engineering Center (FEC) 319
Office Hours: Monday 2:00 PM – 3:00 PM, Thursday 3:00 PM – 4:00 PM
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Course Web site: http://www.cs.unm.edu/~joel/cs259

Course Description
This is an introductory Java programming course that moves at an accelerated pace covering the material in both CS-152L (Computer Programming Fundamentals) and CS-251L (Intermediate Java Programming) in 5 credits in one semester. The breath of the course is similar to CS-152L and CS-251L, but the depth of the programming projects requires more problem solving skills and creativity.

Required Textbooks and Supplies
1) Java: An Introduction to Problem Solving and Programming (6th OR 7th Edition)
   by Walter Savitch

2) USB Flash Drive
3) i>clicker® (needed for lectures only, not labs). Available UNM bookstore.
4) Java SE JDK (Standard Edition Java Development Kit) version 8u51 (open-source):
6) Blackboard Learn for turning in programming assignments, discussions, and grades:
   https://learn.unm.edu/
Attendance

Class meets three times per week: Monday/Wednesday/Friday is a required component of the course. Quizzes, via i-clickers, will be given during almost every lecture. There are no make-up quizzes. Each quiz counts as less than 0.3% of your final grade. Thus, missing one quiz will have no effect on your final grade. Missing many quizzes will affect your final grade (by as much as 10%). Students with extended illnesses or travel requirements should seek an incomplete so that the work can be made up next semester.

Lab and Project Assignments

This is a computer programming course and the primary part of your grade is based upon authoring programs. Labs are mini programming projects usually due in less than one week from when assigned.

Late Policy

Lab assignments and projects can be turned in late with a penalty of FIVE PERCENT PER DAY. Assignments more than 7 days late will not be accepted. This includes medically excused lateness!!! The primary reason for no negotiation in this is that solutions are generally released and discussed in class one week from the due date. There are, however, opportunities to make up some missed work through extra credit assignments. A student that needs to miss many classes due to an extended or reoccurring illness or hospitalization will need to request a grade of Incomplete for the semester. With this, arrangements can be made for missed work to be completed during the following semester.

The lateness of an assignment is determined solely by the due date and the Blackboard Learn timestamp of the final version you submit.

When you submit an assignment in WebCT, it is ★YOUR RESPONSIBILITY★ to:

1. Exit Learn,
2. Log back into Learn,
3. Check that all required files are attached,
4. Check that the files uploaded correctly, and
5. Check that the contents of the submission are what you expect them to be. Do this by opening and examining your files from Learn. Be sure to examine them carefully to make sure you submitted the correct version.

Up until the assignment due date, you can take back your submission, and resubmit. Doing this correctly is your responsibility and part of learning how to use computer systems.
Academic Honesty
Students are encouraged to help each other on labs through personal interaction and through the Blackboard Learn discussions. There is, however, a difference between helping and cheating. Cheating includes:

1. Copying another person’s work,
2. E-mailing or giving an electronic version of your work to anyone other than a course instructor.
3. Leaving a paper or an electronic version of your work where others can get it: you are responsible for your own computer security. If you save a local copy of your work on a lab computer, delete it and empty the trash before logging off!
4. Having another person complete any portion of your work.

The first time a student is caught cheating; the student will receive a negative grade for the assignment (i.e. if the assignment is worth 100 points, then a score of -100 is assigned).

Grading
Each student's final course grade is a weighted average of three component grades:

- 60%: Programming Assignments: Labs and Projects (lowest lab will be dropped)
- 10%: Quizzes: one each lecture period.
- 30%: Exams: Midterm and Final.

Course Letter Grade: Each student's numerical course grade is:

\[
\text{Programming Assignment Grade} \times 60\% + \text{Quiz Grade} \times 10\% + \text{Exam Grade} \times 30\%
\]

The course letter grade is calculated from the numerical course grade by using the table below.

| Letter Grade Score Ranges | A+ | 93 - 100% | A | 90 - 92% | A- | 88 - 89% | B+ | 83 - 87% | B | 80 - 82% | B- | 78 - 79% | C+ | 70 - 77% | C | 68 - 69% | D+ | 50 - 67% | D | < 50% | F |
| Week 1 | Chapter 1: Introduction to Computers and Java  
Chapter 2: Basic Computation (Variables, Data Types, Assignment Statements, Simple Input, Type Casting, Arithmetic Operators, String Class.  
Chapter 3: Flow of Control: Branching |
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<td>Week 2</td>
<td>Chapter 4: Flow of Control: Loops</td>
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| Week 3 | Chapter 5: Defining Classes and Methods  
Chapter 6: More About Objects and Methods |
| Week 4 | Supplement: java.awt.Graphics2D |
| Week 5 | Chapter 7: Arrays |
| Week 6 | Supplement: Animation I |
| Week 7 | Supplement: Animation II |
| Week 8 | Review and Midterm Exam |
| Week 9 | Chapter 8: Inheritance, Polymorphism and Interfaces |
| Week 10 | Chapter 9: Exception Handling |
| Week 11 | Chapter 10: Streams, File I/O, and Networking |
| Week 12 | Chapter 11: Recursion |
| Week 13 | Chapter 12: Dynamic Data Structures and Generics |
| Week 14 | Computational Problem Solving I |
| Week 15 | Computational Problem Solving II |
| Week 16 | Final Exam: Friday, Dec 11, 7:30 AM – 9:30 AM |