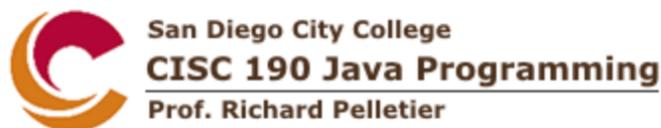


# Syllabus



## Course Description

This course is an introduction to computer programming in the Java SE programming language. Structured and object oriented programming techniques are presented and used to design and implement solutions to a variety of computer programming problems.

The Java programming language is used in a wide variety of applications from computers, servers, smart phones, video games, Blu-Ray players, office equipment, and more. Its popularity as a programming language comes from its ability to run programs on a wide variety of computers and computerized devices.

This is a Java programming class--we do not cover JavaScript in this class.

- **Semester:** Spring 2022
- **Class No:** 87109
- **Units:** 4.0 (6 hours lecture/6 hours lab per week)
- **Meets:** online at [sdccd.instructure.com](http://sdccd.instructure.com) for 8 weeks from April 4 to May 28, 2022
- **Instructor:** Prof. Richard Pelletier - Computer & Information Science
- **Office:** BT-210 D
- **Telephone:** (619) 388-3113 (office/voice), (619) 354-5648 (cell phone/voice/text)
- **Email:** rpelleti@sdccd.edu



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## Prerequisites & Advisories

This course is not an introduction to computers. This is an introduction to computer programming. No computer programming experience is needed, but you are expected to know how to use a computer and the internet.

Students must have completed English 047a or 048 and English 049 or higher with a grade of C or better or have an Assessment Skill Level W5/R5.

If you are new to computer programming, do not take more than one computer programming class at the same time. The similarities and differences will make it difficult for many students. It is like trying to learn Spanish and German at the same time.

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## Student Learning Outcomes

Create classes with methods that carry out tasks using Java programming.

Upon successful completion of this course, the student will be able to...

1. Create simple to intermediate level applications using the standard I/O routines in Java SE.
2. Understand and be able to apply the various data types and structures in Java SE.
3. Understand and use basic object oriented programming techniques.
4. Understand and use procedural abstraction and top-down design.
5. Create programs that store and access data to and from files.
6. Create a Java application that uses a GUI with JavaFX.

After taking this class you will not be a Java programmer--there is a lot more to learn about Java programming and computer science than what is covered in this one class. You will have the basic knowledge for computer programming that will help you get started in more advanced classes in computer science.

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## Course Content

1. Introduction to Computers
  2. Java Fundamentals
  3. Decision Structures
  4. Loops & Files
  5. Methods
  6. Classes & Objects
  7. Inheritance
  8. Arrays & ArrayList Class
  9. GUI Applications with JavaFX
  10. Exceptions
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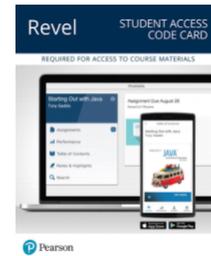
## Required Course Materials

For this class you will need the following:

- Textbook - Revel eText
- Software - jGRASP & Java SDK
- Internet

## Textbook

We will be using **Starting Out with Java**, as an eText in **Revel**. We will be using Revel for our textbook, exercises, assignments, and quizzes. On the first day of class, I will show you how you can get Revel free for 14 days. After that, if you want to continue in this class, you will have to buy an access code from the City College Bookstore ([www.bookstore.sdccd.edu/city](http://www.bookstore.sdccd.edu/city)) or through the publisher, Pearson.



If you get your access code from the college bookstore, note that they cannot send it by email and you will have to wait for a physical card to come in the mail before you can use it.

It is not possible to buy a used version of Revel, nor is it possible to share one copy--you must have your own access to Revel.

## Software

We will be using the following software (available free):

- Oracle **Java SE JDK** (including the JRE) ([www.oracle.com/technetwork/java/javase/downloads](http://www.oracle.com/technetwork/java/javase/downloads))
- Auburn University **jGRASP** ([www.jgrasp.org](http://www.jgrasp.org))

This software runs on any computer that can run Java which includes Windows PCs and MacOS computers, but not Chromebooks or tablets.

## Internet

This should go without saying, but when you enroll in an online class, you will need reliable access to the internet. Slow, unreliable internet will affect your grade because most of the assignments are online. If your internet is slow or unreliable, you may have to redo your exercise, quiz, or assignment.

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## Class Format

CISC 190 is a 4 unit course that normally meets for 3 hours lecture and 3 hours lab per week for 16 weeks, but our class is in an 8 week session, so we must cover twice as many hours per week. We will use Canvas to take this class online. You will need access to the internet to use Canvas.

Each week we will be reading at least two chapters in the textbook, do a number of exercises, quizzes, and assignments.

For each chapter:

1. Read the chapter in Revel.
2. Do the chapter quiz in Canvas.
3. Do the programming assignments in jGRASP using Java with specifications from Revel and Canvas.

Each week I will post the assignments on **Monday** and everything will be due by 11:45 PM on **Saturday**.

I do not assign anything on Sunday, but you may read ahead and prepare for Monday's lesson on that day if you like.

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## Communications

Each week I will post a new lesson on the Home page and a message in Canvas Inbox. From time-to-time it may be necessary for me to let you know of changes or updates to the class materials, so check your Canvas Inbox messages every time you log in to Canvas.

Student-Teacher confidentiality is important to me. I will only discuss your grades with you in Canvas Inbox. Because I have no way of identifying you through your email, if you contact me by email, I will ask you to contact me through Canvas Inbox.

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## Attendance

Attendance will be recorded by completing assignments and tests. According to district policy, you must not be absent for more than 12 percent of the total class hours which comes to around one week. If you stop doing assignments or tests for 2 weeks or more, I will have to drop you from class for non-attendance.

For federal financial aid, including VA benefits, it is important that you continue to make academic progress. To show that you are making academic progress, you must do the assignments and tests. If you do not make academic progress for 22 days, you will be dropped from the class.

If you plan to drop this class, do so officially. It is your responsibility to drop yourself from classes before the deadlines. If you stop attending class without officially dropping yourself from the class, you may find an F grade on your student record which may affect your financial aid, graduation, or transfer plans.

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## Grading

Everything in this class will fall into one of the following categories:

- **Exercises** (Revel) - 10 percent
- **Programming Assignments** (PCs) - 30 percent
- **Chapter Quizzes** - 30 percent
- **Midterm and Final Exam & Project** - 30 percent

Each item will be scored by calculating a percentage of the points earned over the possible points that could be earned for that item. The average of the scores for each category will be weighted as a percentage of your final grade to get a score from 0 to 100...

Score	Letter Grade
100 to 90	A
89 to 80	B
79 to 70	C
69 to 60	D
59 to 0	F

I may not grade every programming assignment. If you skip a programming assignment, you will get a zero for that assignment. If you have questions about any of the programming assignments, please feel free to contact me about it.

Canvas records the scores for each item that I assign. It does not calculate your grade-- I have to do that at the end of the class.

If you have any questions about your scores or grade, contact me through Canvas Inbox.

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## Important Notes

### **Responsibility to Add, Drop, or Withdraw**

It is your responsibility to add, drop, or withdraw from classes before the deadlines stated in the class schedule. Petitions to add, drop, or withdraw after the deadline will not be approved without proof of circumstances beyond the student's control which made the student unable to meet the deadline. Lack of money to pay fees is not considered an extenuating circumstance. Students anticipating difficulty in paying fees before the add deadline should check with the Financial Aid Office about sources of funds or other alternatives for which they may be eligible.

### **Classroom Behavior & Student Code of Conduct**

Students are expected to respect and obey standards of student conduct while in class or on the campus. The Student Code of Conduct, Disciplinary Procedure, and Student Due Process (policy 3100 and procedure 3100.2) can be found in the college catalog, student handbook, and the Office of the Dean of Student Affairs. Charges of misconduct and disciplinary sanctions may be imposed upon students who violate these standards of conduct or provisions of college regulations.

**Academic Integrity**

This class will be conducted in accordance with the college Student Code of Conduct and basic standards of academic honesty. Cheating, plagiarism, or other forms of academic dishonesty are not acceptable and will not be tolerated. Violations of standards of academic honesty will be reported to the college disciplinary office for appropriate action.

**Accommodation of Disability**

Students with disabilities who may need academic accommodations should discuss options with me sometime during the first two weeks of class.

I have made every effort to make this course accessible to all students, including students with disabilities. If you encounter a problem accessing anything in this course, please contact me immediately. Students with disabilities should email me and contact the college's Disabled Students Programs and Services (DSPS) office.

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## Changes to the Syllabus

From time to time this syllabus may need to be changed. I will notify the class of content changes when they occur and update the online version of this syllabus. I may not notify the class of changes and corrections that do not affect the class (e.g. correcting spelling, changing a font or paragraph format).

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## Calendar

<b>Week</b>	<b>Date</b>	<b>Topic</b>
1	Apr 4	Introduction to the Class Chapter 1 - Computers & Java Chapter 2 - Java Fundamentals
2	Apr 11	Chapter 3 - Decision Structures Chapter 4 - Loops & Files
3	Apr 18	Chapter 5 - Methods Chapter 6 - First Look at Classes
4	Apr 25	Midterm Exam & Project
5	May 2	Chapter 7 - Arrays & ArrayList Chapter 8 - Second Look at Classes
6	May 9	Chapter 9 - Text Processing & Wrappers Chapter 10 - Inheritance
7	May 16	Chapter 11 - Exceptions & Advanced File I/O Chapter 12 - JavaFX & SceneBuilder
8	May 23	Final Exam & Project

Apr 13            Last day to add/drop this class.  
 May 6            Last day to withdraw from this class.  
 May 28           Last Day of Class

Revised: March 30, 2022