

Syllabus - CIS 35a @ De Anza

Java Programming

Office hours

Location - F51e - Mon/Wed - 1pm to 2:50pm. You can also call me at 408 864 5566 during my office hours.

Faculty Information

Sukhjit Singh phone: 408 864 5566 email: singhsukhjit@fhda.edu Office Location: F51e

Requisites:

(Students may receive credit for either Computer Information Systems (36A and 36B) or 35A, but not both.)

Advisory:

EWRT 211 and READ 211 (or LART 211), or ESL 272 and 273; CIS 26A or 22B or CIS 27.

Hours:

Four hours lecture, one and one-half hours laboratory (66 hours total per quarter).

Description:

Introduction to Java programming, computing context, primitive types, flow of control constructs, operators, text I/O, objects and classes, interfaces, packages, GUI and exceptions.

Student Learning Outcome Statements (SLO):

Read, analyze and explain intermediate level Java programs.

Create algorithms, code, document, debug, and test intermediate level Java programs.

Course Objectives

Identify the computing basics and Java as a programming language.

Summarize the development of programming languages.

Demonstrate the software life-cycle steps including design, development, styles, documentation, testing, and maintenance in the creation of program.

Apply datatypes, expressions in basic Java programs.

Identify Input/Output functions and formatting techniques.

Build Simple Program using operators in expressions.

Demonstrate Flow of Control concepts in Java programs.

Apply the techniques of structured decomposition through implementation of functions/methods to separate Java program into simple and interactive modules.

Apply the concepts of Arrays in Java programs.

Identify Object Theory concepts including Overloading and Containment

Apply the concepts of Inheritance in Object Oriented Java programs.

Apply abstract classes and interfaces in java programs

Write programs to demonstrate the usage of File I/O API in Java.

Demonstrate usage of data structures in Java.

Demonstrate the basics of Exception Handling in Java.

Grading System for this course

For Letter Grade:

Grade: A+ assigned with 97% or higher

Grade: A assigned with 93% or higher

Grade: A- assigned with 90% or higher

Grade: B+ assigned with 87% or higher

Grade: B assigned with 83% or higher

Grade: B- assigned with 80% or higher

Grade: C+ assigned with 77% or higher

Grade: C assigned with 73% or higher

Grade: D+ assigned with 70% or higher

Grade: D assigned with 63% or higher

Grade: D- assigned with 60% or higher

Grade: F assigned with 0% or higher

For Pass/No Pass:

Grade: Credit assigned with 70% or higher

Grade: No Credit assigned with 0% or higher

Incomplete

Audit

Withdrawal

Grading

Labs - 50% of the grade

Midterm - 25% of the grade

Final - 25% of the grade

Assignments Due Dates:

You will be assigned 8 to 10 assignments during the quarter. Assignment details can be found on the [Assignment page](#). Midterm and Final dates can also be found on [Assignment page](#)

Methods of Evaluating Objectives

- A. Evaluation of programming assignments for correctness, use of design principles, documentation, efficiency and teamwork.
- B. One or more examinations requiring some programming, concepts clarification and exhibiting mastery of programming principles.
- C. A final examination requiring concepts clarification and exhibiting mastery of programming principles.

Texts and Supporting References

Introduction to Java Programming, Comprehensive (10th Edition) [Paperback] - Y. Daniel Liang (Author)
ISBN-13: 978-0133761313 ISBN-10: 0133761312

[Link to Amazon.com](#)

Earlier editions of the same text are fine to use. As long as it is 6th edition or later.

Another great reference is [Thinking in Java](#) by Bruce Eckel.

Attendance

You are responsible for completing all work assigned in this class in a timely fashion. You do not have to contact me with a reason of absence.

You should be enrolled in the class at De Anza College for getting course access and to attend the class.

Withdrawing

Once you are added to the class it is your responsibility to withdraw. I will not drop you from the class. The earned grade will be assigned at the end of the quarter.

Academic Dishonesty

You are encouraged to discuss the ideas presented in the class. Copying or Cheating of work will result in zero grade for that assignment and may result in a failing grade. Basically I cannot tolerate cheating. You must work your solutions independently and all assignments and tests should be your own original work
NO MAKEUP TESTS WILL BE GIVEN. You must pass the final to get a passing grade in this class.

Submitting Lab Assignments

All assignments must be submitted electronically using the following guidelines.

Pl. email your assignments to **cislabs05@gmail.com**

Include the following information in the subject line

1. Your section #
2. Lab #
3. Your legal name (as it shows on academic records)

Use Text files for everything you submit.

You may submit files only with the following extension

- .txt (any design notes you want me to look at)
- .java (your source code.)

.jpg or .gif (if you use any images for graphics programming)

You must include a readme.txt providing instructions to review and run your code.

Adequately test your code and run the test run of your code in a file called testrun.txt.

Every file should have the following information

Your Name

Class and Section

Assignment Number

Due Date

Date Submitted

If you submit more than one file you must use winzip to compress all files into a single zip file and submit.

All Assignments are submitted by email to cislabs05@gmail.com.

Subject with each submission should be stated as - "CIS 35a - Lab <#>" - Replace # with the assignment number you are submitting.

Lab Grading Criteria

Full programming assignments will be evaluated with consideration given to

Accuracy (does the program solve the computing problem)

Adherence to Object Oriented Programming Methodology techniques (for Assignment 2 onwards)

Code readability and appearance

Naming Conventions

Documentation

Timeline

Professional Presentation

Software

Download Java Standard Edition (latest version). Follow the installation instructions provided on the same page.

Mac users have java pre-installed and available in the Unix Shell on Mac OS. If you prefer a GUI based IDE then work with Eclipse.

Here is a video that might help - <http://www.youtube.com/watch?v=Otlva4ZHfqc>

