CS 3230 – Object Orient User Interface Java
Fall 2014, 7:30 pm – 9:20 pm, MW, SLCC Business Building 215
Revision: August 21, 2014

Instructor: Jared N. Plumb
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Textbook: Core Java Volume I: Fundamentals
By Cay S. Horstmann, Gary Cornell
ISBN 9780132354769

Overview: “An introduction to the design and coding of applications using threads. Topics will include the use of threads in
the design of operating systems, device drivers, utility programs and general applications. Language used in the
course will be Java. Applications will include multimedia, Web Servers, search engines, security issues, and the
use of the Java language in the development of applets for home pages.” – 2014-2015 Catalog

Prerequisites: CS 2420 – Introduction to Data Structures and Algorithms

Assignments: There will be 5 programming assignments each worth 100 points.
Late assignments are worth 70% of the graded score.

Grading:
- A >= 94%
- B >= 84%
- C >= 74%
- D >= 64%
- A- >= 90%
- B- >= 80%
- C- >= 70%
- D- >= 60%
- B+ >= 87%
- C+ >= 77%
- D+ >= 67%
- E < 60%

Attendance: Half of each class is lecture while the other half is open lab time. Attendance during lectures is expected. If
you have completed the assignments, lab time is optional. However, you may miss additional topics covered
during lab time related to the current assignment.

Schedule:
- August 25, 27 Chapter 1, 2, 3: Introduction
- Labor Day, Sep 3 Chapter 4: Objects and Classes
- September 8, 10 Chapter 5: Inheritance
- September 15, 17 Chapter 6: Interfaces and Inner Classes
- September 22, 24 Chapter 7: Graphics Programming
- Sep 29, Oct 1
- October 6, 8 Chapter 8: Event Handling
- October 13, 15
- October 20, 22 Chapter 9: User Interface Components with Swing
- October 27, 29 Chapter 14: Multithreading
- November 3, 5
- November 10, 12 Chapter 10: Deploying Applications and Applets
- November 17, 19 Chapter 11: Exceptions, Assertions, Logging, and Debugging
- Nov 24, Thanksgiving
- December 1, 3

Learning Outcomes:
1. Students will be able to read and understand manuals, documentation and technical literature, find and understand
selves of information, and learn on their own what they need to continue to perform professionally after graduation.
2. Students will have the knowledge and the skills needed to be employable, and to be immediately and continuously
productive.
3. Students will have a basic understanding of computer theory, software design and operation, project management,
databases, networking, and computer architecture.
4. Students will understand algorithm design and how to express and how to implement algorithms using a variety of
notation, programming languages, and paradigms.
5. Students will be able to debug computer programs.

Students with Disabilities: Students with special needs or disabilities are encouraged to contact the Director of Disability Support
Services (DSS) at 801-957-4529 for accommodations. You are not required to disclose these disabilities to
your instructor, but the instructor can only accommodate official requests through the DSS.

Cheating Policy: "CS Department policy dictates that any verifiable evidence of student academic cheating, as defined and
determined by the instructor, will result in: 1) an automatic failing grade for the class and 2) a report to the
Dean of Students that will include the student’s name and a description of the student’s dishonest conduct.”
- Dr. Brian Rague

(Syllabus may change during the first two weeks of class and the schedule throughout the semester)