CS 4230 Spring 2015 Syllabus
Java Application Development

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Text:

Core Java, Volume I: Fundamentals
Ninth Edition
Cay Horstmann and Gary Cornell
Publisher: Prentice Hall
Publish Date: Dec 7, 2012
Copyright: 2013

Core Java, Volume II: Advanced Features
Ninth Edition
Cay Horstmann and Gary Cornell
Publisher: Prentice Hall
Publish Date: Mar 6, 2013
Copyright: 2013

Course Description:
This course is a continuation of CS 3230 and examines the development of Java applications intended for an enterprise environment. The course is programming intensive and concentrates on designing and implementing multi-tier and Web applications based on the Java Enterprise Edition (Java EE) specification. Topics include JavaBeans, Java Database Connectivity, client/server interactions, servlets, session tracking, JavaServer Pages, JavaServer Faces, Struts, the Model-View-Controller approach, remote method invocation, Enterprise JavaBeans, and application servers. Lab exercises will emphasize how Java Enterprise programming supports the operation of robust, distributed object architectures.

Course Work:

Individual Assignments:
There will be several programming assignments throughout the semester. Programming assignments will become progressively more difficult and will include elements from all material covered during previous classes.

Programming assignments are to be done alone. Sharing code or programming together is not allowed although you are free to solicit help as needed. Your code must be original so do not copy large chunks of code from the Internet and pass them off as your own. You can ask for help from other students as needed but the code should be unique.

Late assignments will not be accepted without prior approval.
Group Project:

There will be a group project that you will work on throughout the semester where each team will design and develop a real-world web application. Each team will have opportunities to demo their progress throughout the semester and provide feedback about team participation. Individual group project grades will be weighted based on individual participation within the group.

General Grading Guidelines:

1. The first topic we will cover will be unit tests. Every group and individual assignment will be graded on the quality and code coverage of unit tests. You goal should be to have every line and every scenario covered by your unit tests.
2. Code quality is important and you will be graded on the overall quality of your projects. Use appropriate Java libraries and make sure that you follow Java conventions for naming and formatting.
3. Write Javadocs for your classes and methods. We will cover them briefly in class but you can find a link to the specifics under the Helpful Links discussion in Canvas. Also write code comments to describe any code that isn't straightforward.
4. Use appropriate and descriptive comments when committing changes to GitHub.

Grading:

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<thead>
<tr>
<th>Individual Assignments</th>
<th>50%</th>
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<tbody>
<tr>
<td>Group Project</td>
<td>50%</td>
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<tr>
<td>Group Participation (weighted)</td>
<td>100%</td>
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<tr>
<td>Peer Evaluations</td>
<td>10%</td>
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<tr>
<td>Milestones</td>
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<tr>
<td>Final Submission</td>
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Letter Grade:

<table>
<thead>
<tr>
<th>Grade</th>
<th>Percentage Range</th>
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<td>A</td>
<td>93.3% &lt;= Total</td>
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<tr>
<td>A-</td>
<td>90 &lt;= Total &lt; 93.3%</td>
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<tr>
<td>B</td>
<td>83.3 &lt;= Total &lt; 86.7%</td>
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<tr>
<td>B-</td>
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<td>C+</td>
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<td>E</td>
<td>Total &lt; 60%</td>
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Allocated Time:

You should anticipate spending two to three hours of study per week for each credit hour of a university course. Computer and programming classes typically require time in the upper range. This is a 4 credit hour course so expect to spend eight to twelve hours per week outside of class for study.

Cheating:
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. The University affords you certain rights, including the right to challenge the accusation of cheating. The Dean of Students will explain these rights to you if you are accused of cheating.

The WSU Student Code explains:

a. Cheating, which includes but is not limited to: i) Copying from another student’s test; ii) Using materials during a test not authorized by the person giving the test; iii) Collaborating with any other person during a test without authorization; iv) Knowingly obtaining, using, buying, selling, transporting, or soliciting in whole or in part the contents of any test without authorization of the appropriate University official; v) Bribing any other person to obtain any test; vi) Soliciting or receiving unauthorized information about any test; vii) Substituting for another student or permitting any other person to substitute for oneself to take a test.

b. Plagiarism, which is the unacknowledged (un-cited) use of any other person’s or group’s ideas or work. This includes purchased or borrowed papers;

c. Collusion, which is the unauthorized collaboration with another person in preparing work offered for credit;

d. Falsification, which is the intentional and unauthorized altering or inventing of any information or citation in an academic exercise, activity, or record-keeping process;

e. Giving, selling, or receiving unauthorized course or test information;

f. Using any unauthorized resource or aid in the preparation or completion of any course work, exercise, or activity;

g. Infringing on the copyright law of the United States, which prohibits the making of reproductions of copyrighted material except under certain specified conditions.

Students with Disabilities:

Any student requiring accommodations or services due to a disability must contact Services for Students with Disabilities. SSD can also arrange to provide course materials (including this syllabus) in alternative formats if necessary. You can also call 801-626-6413 for more details.