

CS1400 Fundamentals of Programming with Java

Spring Semester 2016

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Class time T/R 7:30 – 9:15pm

Textbook – Introduction to Programming with Java: A Problem Solving Approach

The purpose of this course is to learn the crucial skills of problem solving. The tool used will be Java programming language. Students should learn the fundamentals of programming using the syntax of Java and use those skills to write programs to solve problems.

This class will use a sort of flipped model. Tuesday nights will be spent lecturing. Thursday nights will be spent writing your programs in class – starting the algorithms and coding. You may or may not complete your programs in class in which case you may need to spend time outside of class finishing the details of your programs. Canvas will be used heavily to upload programming assignments and to take online quizzes/homework as well as to monitor grades and attendance.

Homework Assignments:

13 programs, 10 points each (canvas)	40% total grade
2 exams, 100 points each (testing center)	40% of grade
10 chapter/lecture homework quizzes (canvas)	20% of grade

Accommodations for disabilities:

If any student needs accommodations or services due to a disability or learning difference they must contact Services for Students with Disabilities in Davis 211, 395-3524.

Grading:

A	:	93.3% <= Total
A-	:	90 <= Total < 93.3%
B+	:	86.7 <= Total < 90%
B	:	83.3 <= Total < 86.7%
B-	:	80 <= Total < 83.3%
C+	:	76.7 <= Total < 80%
C	:	73.3 <= Total < 76.7%
C-	:	70 <= Total < 73.3%
D+	:	66.7 <= Total < 70%
D	:	63.3 <= Total < 66.7%
D-	:	60 <= Total < 63.3%
E	:	Total < 60%

Cheating:

Students are expected to maintain academic ethics and integrity in regards to performing their own work. The WSU Student Code clarifies cheating. Cheating, which includes but is not limited to:

- 1) Copying from another student's test paper;
 - 2) Using materials during a test not authorized by the person giving the test;
 - 3) Collaborating with any other person during a test without authority;
 - 4) Knowingly obtaining, using, buying, selling, transporting, or soliciting in whole or in part the contents of any test, without authorization of the appropriate official;
 - 5) Bribing any other person to obtain any test;
 - 6) Soliciting or receiving unauthorized information about any test;
 - 7) Substituting for another student or permitting any other person to substitute for oneself to take a test.
- b. Plagiarism, which is the unacknowledged (uncited) use of any other person 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;

*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.

Instructor Note: The most common form of cheating in programming courses is to “borrow” code from the Internet or copy code from a fellow student. To submit work that you did not create is cheating and will result in failure of the course. No matter how desperate the situation seems, a 0 on an assignment is better than an E for the course. Please do not cheat.

Schedule:

Week	Topic - Tuesday	Assignment – Thursday
Jan 11	Introduction to Problem Solving Chapter 1 Introduction to Computers and Programming Chapter 2: Algorithms and Design	Program1 – My name is ...
Jan 18	Chapter 3: Java Basics	Program2 – HVAC Load
Jan 25	Chapter 4: Control Statements	Program3 – Stopping Distance
Feb 1	Chapter 5: Using pre-built methods	Program4 – Net Present Value
Feb 8	Chapter 9: Arrays Chapter10: Array Lists	Program5 – Dice Simulator
Feb 15	Chapter 15: Exception Handling	Program 6 – Whale Watching
Feb 22	Review/Midterm testing center	
Feb 29	Chapter 16: files, buffers, channels, and paths	Program 7 – Road Use Survey
Mar 7	Spring Break	
Mar 14	Chapter 6: Object Oriented Programming	Program 8 – Vending Machine
Mar 21	Chapter 7: More OOP	Program 9 – Person Class
Mar 28	Robocode	Program 10 –
Apr 4	Chapter 17: GUI basics	Program 11 - Color Memorization (Simon game)
Apr 11	Catchup	Program 12 – Let’s Make A Deal game
Apr 18	Review	Program 13 – Extra Credit program
Apr 25-28	Final Exam, testing center	