SYLLABUS - COP2551
INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING WITH JAVA
Summer 2011

Instructor: Dr. Bob Roggio

Office Hours: 1 - 2:30pm Monday through Thursday
Other times by appointment.

Office: Building 15 Room 3220
Office phone: 620-2985 – far better to reach me via email.

Class Time: Mondays – Thursday 2:30pm until 4:10pm
Class Location: Building 15 Room 1205

Prerequisites: CGS 1570; also COP 1000 is very helpful
Also helpful: COP 2120 or COP 2220

Catalog Description: Prerequisite: CGS 1570.
This course introduces the principles and practices of Object Oriented (OO) programming. Topics include user interface and problem data classes; class versus instance properties and methods; abstraction; encapsulation; inheritance and multiple inheritance; polymorphism; software design techniques; and problem solving. The concepts are utilized in programming projects.

Textbook title:
Required Text: Java Software Solutions, 6th edition. by John Lewis and William Loftus.

Programming: We will use Netbeans 6.9 co-bundled with the latest version of Java. See my web page for the procedure.

Important Dates: See www.unf.edu/registrar page for course drop dates, several academic policies, holidays, veteran affairs, and more.

Before you withdraw from this (or any) class, be sure to read the following policy:
http://www.unf.edu/cocse/cis/CIShtml/CIScourseRepeat.html

My web page: http://www.unf.edu/~broggio. Here you will find copies of my teaching power point slides, project descriptions, syllabus, several helpful links, and more.

All deliverables (from projects) will be submitted via the Assignment Link in Blackboard.

Attendance Policy: Attendance is mandatory. While my slides parallel the book in many ways and are provided to supplement (not replace) classroom presentations and discussions, explanations of code and student questions / answers are not on the slides. Critical information is often passed along in the classroom including corrections, omissions, and possibly changed dates for assignments and/or exams. Please note this course is a fundamental one in your major, and the building blocks and principles presented and learned within this course must be fully understood to be successful in the follow-on courses.

Attendance will be taken at the beginning of each class and recorded on Blackboard. Late arrivals and early departures are considered non-attendance. Only **pre-approved** absences or extenuating circumstances will be considered in altering an absence. Failure to attend three classes will result in a loss of this ten percent of your grade (you have two freebees), and this amounts to a full letter grade loss. Six missed classes will result in a course failure. If your job interferes with your attendance, you should take this class at a more convenient time. If you have any questions, please ask at any time.

Following recent trends in many classrooms, laptops and smart phones of various varieties are not to be turned on during class. Students are strongly encouraged to take notes as needed.

Course Objectives:

- To become familiar with problem solving concepts using the Object-Oriented paradigm.
- To become skilled at developing object classes and using existing classes.
- To learn standard OOP concepts, such as abstraction, encapsulation, inheritance and multiple inheritance, and polymorphism.
- To become skilled at coding, debugging, and documenting a Java program.
- To be introduced to Java graphics programming if time permits.

Tests and Grading:

80%

Three Exams (includes third or final exam)- each 20% of final grade

The sum of the short, unannounced quizzes usually on the previous day's materials extrapolated to 100%: 20%

Programs: 20%

ALL programs **must be successfully completed**, even if too late for credit.

We will use Netbeans 6.X (or latest version) bundled with the latest version of Java. More in class. 7.0 has just been announced.

Little Quizzes: Short quizzes will be administered frequently over materials covered in class. These will be short quizzes, probably around ten points or so. These are an **excellent** way to prepare for the major exams, as I will take questions from these quizzes and put them on the major exams. These short quizzes are unannounced.

Please note: Be certain to read/study the **Summary of Key Concepts**, the **Self-Review Questions,** and the **Exercises** at the end of each chapter. Without a doubt, quiz questions and major exam questions will come from these sources.

Make-up tests will not be given. Missing small chapter quizzes cannot be made up. Should you miss a major exam, then you will be given an additional comprehensive final exam at the end of the course. Please do not miss exams.

Your grades as well as all assignments will be posted to Blackboard, so you will have access to your grades at your convenience. All assignments and many helpful links are available to you on my web page. http://www.unf.edu/~broggio. Because we move rapidly in this class (and all computer classes), you are expected to access your email accounts once a day for updates, corrections, answered questions, etc. Critical information is often passed along via email. So please do check at least once a day.

Nominal grading:

	A	90% to 100
	B	80% to 89%
	C	70% to 79%
	D	60% to 69%
	F	below 60%

Grade Guidelines:

1. Students **must average at least 70% in the examinations**. While a "D" is passing, for CIS majors a "C" is necessary in the major. Each test (except the quizzes) will be worth 100 points. I will average the short quizzes and consider that grade in averaging. Please study hard for these examinations.

2. Students **must average at least 70% in the programming projects.** Specific guidance for the projects and their associated documentation will be given in a separate document (Course Assignments) and discussed at that time of assignment.

3. **Please note that the 70% average in the exams is separate from the 70% average required for the programs.**

4. For a course such as this, **attendance and participation** are absolutely critical. Learning from classroom lectures and discussion is part of the learning process.

While your attendance will not be graded, I must confess that I take a **dim view** of excessive absenteeism or tardiness. When final grades are prepared, those who frequently miss classes will not benefit from my subjective generous grading policy. There is simply too much material to learn. If you are a student that misses many classes or misses class to 'study for another class,' please do not take this course from me. If you are a student who really wants to learn this material, then I welcome you. We will have a great semester! ☺

Course Philosophy:

This is a very interesting course and represents the first programming course for many students. I am honestly excited to teach this course. But this course will require a serious time commitment by you. You should plan on many hours of lab time either here in our third floor facility or via your home computer.

All my lectures will be posted to my web page: www.unf.edu/~broggio. Also, all programming assignments will be available on my web page. A good number of helpful hints and helpful links are also there to assist you. Please use them. I use them when I grade your efforts.

As most of you are beginning Information Systems / Information Sciences / Information Technology (or perhaps Computer Science) students, you will note that we move rather quickly. This is 'standard' in all CIS courses and a reality of this program. So, the best thing to do is '**not get behind**.' Make every effort to keep up. I fully understand that you may have personal constraints that prevent you from keeping in 'lockstep' with this course, but don't get behind. If you get hung up on anything, PLEASE don't wait. Come to see me, and if my office hours are inconvenient to you, email me and we will arrive at a more suitable time for you. If I don't know the answer to your question, I will get you the answer. I sincerely want to see each of you succeed in your college careers and proceed into the next course fully prepared to do well.

Should unforeseen emergencies arise, please do not hesitate to contact me at the Computer and Information Sciences office upstairs at 620-2985. **But the best way to reach me is via email. I am very responsive to email. I rarely check for phone messages. So use email**. One more thing: you are responsible to check your email once a day. I will very frequently be passing things on that were omitted in class or, perhaps, clarifications in the