

# SYLLABUS - COP2551\_12004

## INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING WITH JAVA

### Spring 2011

**Instructor:** Dr. Bob Roggio

**Office Hours:** 11-12pm; 1– 2pm; and 4– 5pm Monday and Wednesday  
Other times by appointment.

**Office:** Building 15 Room 3220

**Office phone:** 620-2985 – far better to reach me via email.

**Class Time:** Mondays and Wednesdays 4:30pm until 5:45pm

**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 6.8 or 6.9 co-bundled with the latest version of Java. See my web page for the procedure.

**Important Dates:** See [www.unf.edu/registrar](http://www.unf.edu/registrar) page for course drop dates, final exam schedules, 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>

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**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.

## 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 final exam)- each 20% of final grade  
The sum of the short chapter quizzes extrapolated to 100%: 20%

## Programs: 20%

ALL programs must be successfully completed, even if too late for credit.  
We will use Netbeans 6.X (latest versin) bundled with the latest version of Java.  
More in class.

**Quizzes:** Short quizzes will be administered over most if not all chapters. These will be short quizzes, probably from ten to 15 points. 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 will be announced in class. No pop quizzes. No make ups on these.

**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 will be posted to Blackboard, so you will have access to your grades at your convenience.

<b>Nominal grading:</b>	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](http://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 assignment or a mistake I might have made. If you do not access your email, you will not see these things. I've even used email to postpone a due date for a project (but this is rare). ☺

**Best of luck to you!**

### **Notice from Disability Resource Center:**

"Students with disabilities who seek reasonable accommodations in the classroom or other aspects of performing their coursework must first register with the UNF Disability Resource Center (DRC) located in Honors Hall, Building 10, Room 1201. DRC staff members work with students to obtain required documentation of disability and to identify appropriate accommodations as required by applicable disability laws including the Americans with Disabilities Act (ADA). After receiving all necessary documentation, the DRC staff determines