**De Anza College - Syllabus for 35a - Java**

**Important Links**
**http://catalyst.deanza.edu**

**Department:**
CIS

**Course/Section:**
Introduction to Java Programming (CIS -035A)

**Please watch out the dates for adding/dropping/withdrawing on De Anza's site.**
http://www.deanza.edu/calendar/
**Location**
LIVE LECTURES:
Room ATC 205 - Monday and Wednesday - 6pm to 750pm

**Office hours**
Location - F51e - Mon/Wed - 1:00pm to 3:00 pm. You can also call me at 408 864 5566 during my office hours.

**Faculty Information**
Sukhjit Singh
phone: 408 864 5566
email: singhsukhjit@fhda.edu
Office Location: F51e

**Course description**
Introduction to Java programming. Computing context, primitive types, flow of control constructs, operators, text I/O, objects and classes, interfaces, packages, GUI, exceptions, and threads.

**Prerequisites**
Computer Information Systems 15BG or 26A. Advisory: English Writing 100B and Reading 100 (or Language Arts 100, or English as a Second Language 172 and 173.

**Grading System for this course**
For Letter Grade:
Grade: A+ assigned with 97% or higher
Grade: A assigned with 93% or higher
Grade: A- assigned with 90% or higher
Grade: B+ assigned with 87% or higher
Grade: B assigned with 83% or higher

Grade: B- assigned with 80% or higher
Grade: C+ assigned with 77% or higher
Grade: C assigned with 73% or higher
Grade: D+ assigned with 70% or higher
Grade: D assigned with 63% or higher
Grade: D- assigned with 60% or higher
Grade: F assigned with 0% or higher
For Pass/No Pass:
Grade: Credit assigned with 70% or higher
Grade: No Credit assigned with 0% or higher
Incomplete
Audit
Withdrawal

**Grading**

Labs - 50% of the grade
Midterm - 25% of the grade
Final - 25% of the grade

| Assignments | Due Date |
|---|---|
| Programming Assignment 1 | 1/18/2015 |
| Programming Assignment 2 | 2/1/2015 |
| Programming Assignment 3 | 2/15/2015 |
| Midterm | 2/18/2015 6pm to 730pm **on-campus** |
| Programming Assignment 4 | 2/22/2015 |
| Programming Assignment 5 | 3/15/2015 |
| Programming Assignment 6 | 3/22/2015 |
| Final | 3/23/2015 6pm to 730pm **on-campus** |
| **Final Review** | 3/25/2015 6pm to 730pm **on-campus** |

## Class Topics

| Module | Topics covered by week | Chapter references from Daniel Liang's book |
|---|---|---|
| Java Introduction - and your first Java Program | Week 1 | 1 and 2 |
| Variables, Expression, IO, Decision Making and Writing Functions. | Week 2 | 3, 4 and 5 |
| Looping, Arrays, Searching/Sorting | Week 3 | 6 and 7 |
| Strings, String Buffer, Introduction to Object Oriented Programming. | Week 4 | 8, 9, 10 |
| Advanced OOP Concepts - Inheritance, Polymorphism, | Week 5 | 11 |

| | | |
|---|---|---|
| Association, Encapsulation and Containment (Strong Association) | | |
| Writing Packages, Abstract Classes, Wrapper Classes, Scope, File IO | Week 6 | 14, |
| File IO Contd, Intro to Swing | Week 7 | 12, 13 |
| Swing Layout Mgmt and Swing Components | Week 8 | 16, 17 |
| Writing Applets, 2D Classes, Inner Classes and Collections Intro. | Week 9 | 21, 22 and 23 (Light introduction only) |
| Interfaces, Exception Handling, Multithreading Bonus - Introduction to Android Development (if we have time) | Week 10 | 15, 14 and 32 |

## General information

### Required Text:

Introduction to Java Programming, Comprehensive (9th Edition) [Paperback] Y. Daniel Liang (Author) ISBN-10: 0132936526 ISBN-13: 978-013293652-1

### List of Recommended books

The Java Programming language Second Edition by Ken Arnold and James Gosling.
Thinking in Java by Bruce Eckel - Visit www.bruceeckel.com for a free online version.

### Attendance

You are responsible for completing all work assigned in this class in a timely fashion. You do not have to contact me with a reason of absence.
You should be enrolled in the class at De Anza College for getting course access and to attend the class.

### Withdrawing

Once you are added to the class it is your responsibility to withdraw. I will not drop you from the class. The earned grade will be assigned at the end of the quarter.

### Academic Dishonesty

You are encouraged to discuss the ideas presented in the class. Copying or Cheating of work will result in zero grade for that assignment and may result in a failing grade. Basically I cannot

tolerate cheating. You must work your solutions independently and all assignments and tests should be your own original work NO MAKEUP TESTS WILL BE GIVEN. You must pass the final to get a passing grade in this class.

**Submitting Lab Assignments**
All assignments must be submitted electronically using the following guidelines.
Pl. email your assignments to **cislabs05@gmail.com**
Include the following information in the subject line
1. Your section #
2. Lab #
3. Your legal name (as it shows on academic records)
Use Text files for everything you submit.
You may submit files only with the following extension
.txt (any design notes you want me to look at)
.java (your source code.)
.jpg or .gif (if you use any images for graphics programming
You must include a readme.txt (for lab4 onwards) providing instructions to review and run your code.
Adequately test your code and run the test run of your code in a file called testrun.txt.
Every file should have the following information
Your Name
Class and Section
Assignment Number
Due Date
Date Submitted
If you submit more than one file you must use winzip to compress all files into a single zip file and submit.

All Assignments are submitted by email to cislabs05**@gmail.com**.
**Subject with each submission should be stated as - "CIS 35a - Lab <#>" - Replace # with the assignment number you are submitting.**

**Lab Grading Criteria**
Full programming assignments will be evaluated with consideration given to

- Accuracy (does the program solve the computing problem)
- Adherence to Object Oriented Programming Methodology techniques (for Assignment 2 onwards)

- Code readability and appearance
- Naming Conventions
- Documentation
- Timeline
- Professional Presentation

**Software**

- Download Java Standard Edition (latest version). Follow the installation instructions provided on the same page.
- Mac users have java pre-installed and available in the Unix Shell on Mac OS. If you prefer a GUI based IDE then work with Eclipse. Here is a video that might help - http://www.youtube.com/watch?v=Otlva4ZHfqc