

Syllabus: CPSC 1302 - Computer Science 2



[Dr. Hyrum D. Carroll](#)

carroll_hyrum@columbusstate.edu

[TSYS School of Computer Science](#)

[Columbus State University](#)

CCT 442

(706) 507-8182


Office Hours

Each week of lecture, I will keep the following office hours. I will be both in my office and available online. I can also be available at other times, contact me for an appointment. Note, students that have scheduled a time with me will have priority over walk-ins.

Office Hours

Day	Times
Monday:	9:00 - 10:00 AM 11:00 AM - 12:00 PM
Tuesday:	11:00 AM - 12:00 PM 2:00 - 3:00 PM
Wednesday:	9:00 - 10:00 AM 12:00 - 1:00 PM
Thursday:	11:00 AM - 12:00 PM 2:00 - 3:00 PM

Day	Times
Friday:	9:00 - 10:00 AM 11:00 AM - 12:00 PM

 Dr. Carroll's office hours

Class

Online class.

CRN: 81436

Textbooks

Required Textbook

[Java, Java, Java: Object-Oriented Problem Solving](#) (3rd Edition) by Ralph Morelli and Ralph Walde.
Cost: Free

Other Textbooks

[Introduction to Programming Using Java](#) (Eighth Edition) by David J. Eck
Cost: Free

[Java with BlueJ \(Parts 1 & 2\)](#) by Ron McFadyen
Cost: Free

[Java for Python Programmers](#)

Cost: Free

Provides an interactive environment that allows you to type in code and run them. Also has useful features like interactive quizzes and tracing of code execution.

Course Description

This course is the second in a two course sequence designed to introduce students to the fundamental concepts of computer science and programming. It focuses on the design of algorithms to solve problems and the implementation of those algorithms in the programming language Java. Students will learn to manipulate arrays, to implement inheritance and polymorphism, exception handling, and recursive programming.

Modules

- Introduction: Object-Oriented Programming, Program Design and Development & Java
- Java Objects & Classes
- User Interfaces
- Java Language and Structures
- Inheritance & Polymorphism (& Abstract Classes and Interfaces)
- Arrays
- Exception Handling
- File I/O
- Recursion

Academic Objectives

1. The students will demonstrate the ability to read moderately complex programs written in a specific programming language and understand what these programs do
 1. Strategies and Actions used to produce the outcome:
 1. Study concepts of computer programming.
 2. Read and write moderately complex programs in a programming language.
 2. Assessment Methods: Quizzes, Programming Assignments and Exams.
2. The students will demonstrate the ability to design algorithms utilizing the principles of object-oriented programming (classes, encapsulation, inheritance mechanisms, polymorphism) to solve moderately complex problems
 1. Strategies and Actions used to produce the outcome:
 1. Study concepts of computer programming.
 2. Read and write moderately complex programs in a programming language.
 2. Assessment Methods: Programming Assignments and Exams.
3. The students will demonstrate the ability to design algorithms utilizing some principles of programming (exception handling and recursive programming) to solve moderately complex problems
 1. Strategies and Actions used to produce the outcome:
 1. Study concepts of computer programming.
 2. Read and write moderately complex programs in a programming language.
 2. Assessment Methods: Quizzes, Programming Assignments and Exams.
4. The students will demonstrate the ability to write moderately complex programs in a specific programming language to implement these algorithms
 1. Strategies and Actions used to produce the outcome:
 1. Study concepts of computer programming.
 2. Assessment Methods: Quizzes, Programming Assignments and Exams.
5. The students will demonstrate the ability to follow specified style guidelines in writing programs, and understand how the guidelines enhance readability and promote correctness in programs
 1. Strategies and Actions used to produce the outcome:
 1. Study concepts of computer programming.
 2. Assessment Methods: Quizzes, Programming Assignments and Exams.
6. The students will demonstrate the ability to edit, compile, debug and run programs in a specific programming language
 1. Strategies and Actions used to produce the outcome:
 1. Study concepts of computer programming.
 2. Assessment Methods: Programming Assignments.

Course Communication

- Course communication will be via CougarVIEW, discussion board, and CSU e-mail.
- Use common sense in writing and sending e-mail.
- Use your official CSU account (@columbusstate.edu) for all e-mail communication (not CougarVIEW emails).
- I do not check my CougarVIEW email account.
- You are expected to monitor your course page in CougarVIEW and your CSU email account frequently (*i.e.*, at least every other day).
- Please do me the courtesy of identify yourself and what class you are in your e-mail. If you need clarification on an assignment, ask at least 24 hours before it is due, otherwise you may not get an answer in time to complete the assignment successfully. Read and think about email before sending. Email is a permanent record.
- Please allow 2 school days for a reply to your question (although I strive for a much quicker turn-around time).

Performance Evaluation

Grading category weights:

Pie chart depicting: Discussion Posts 5%, Quizzes 20%, Practice Assignments 15%, Projects 20%, Midterm Exam (proctored) 20%, Final Exam (proctored) 20%

Each of the grading categories is capped at 100%.

Grading

Course letter grades are determined by the final course average according to the following chart:

Grading Criteria

% Range	Course Grade
90 – 100	A
80 – 89	B
70 – 79	C
60 – 69	D
<60	F

The last day to drop without a grade is Friday, August 16, 2019. The last day to withdraw with a "WP" is Friday, September 13, 2019.

Attendance

Attendance is required by the university. Attendance will be calculated for each module based on completing at least 70% of the activities for that module.

Projects

Projects must be written in Java. They are due at 10:00 PM Eastern Time on the assigned due date (unless indicated otherwise). A total of three late days can be granted for projects. For example, if Project 2 is turned in two days late and Project 3 is turned in one day late, then all of the late days for the semester have been used. (Sunday and Monday are counted as 1 day late.) If an assignment contains portions that are more than 75% similar to other material (not provided by the instructor), zero points will be awarded. Additionally, a BART incident may be recorded as well.

Students missing two or more projects will receive an F or FA in this course.

Midterm

The midterm is tentatively scheduled for Thursday, September 26 - Saturday, September 28, 2019. It will be proctored. See [Proctoring Information for CougarVIEW Students](#) for information about options, timing and fees.

Final

The course final is mandatory and is comprehensive. It is tentatively scheduled for Tuesday, December 3, 2019 to Thursday, December 5, 2019. It will be proctored. See [Proctoring Information for CougarVIEW Students](#) for

information about options, timing and fees. Failing the final may result in not passing the class.

Advice for Succeeding in this Course

- Attend EVERY class.
- Be prepared for class by reading assigned material and completing exercises before class.
- Take notes in class.
- Review notes taken in class.
- Start working on assignments and projects as soon as possible, and seek help as soon as needed. Do NOT wait for the last minute to work on your projects.
- Ask questions during class or after class. Do NOT wait until test time to ask all of your questions.
- Find study buddies to study together (but do your own work).
- Do your own work; zeros can drastically hurt your grade.
- SWEET:
 - Sleep
 - Water
 - Eating
 - Exercise
 - Time

What To Do When You Get Stuck

General steps for addressing a coding challenge:

1. Write down (yes, write down) a description of the problem
2. Isolate the problem and replicate it in the simplest form possible
3. Search for answers (*e.g.*, in the book, on-line, etc.)
4. If you've already spent an hour trying to solve the problem, contact me during my office hours or via email. If you email me, mention what you've already attempted to solve the problem (for example, the steps above). (Note, if you email me a question, and then later figured out a solution, please send a second email indicating that it's resolved :)

Time Commitment

The amount of time it will take you to complete the work for the course will depend on many factors, which will vary with each individual. The ACM recommends the following: "As a general guideline, the amount of out-of-class work is approximately **three times** the in-class time. Thus, a unit that is listed as requiring 3 hours typically entails a total of 12 hours (3 in class and 9 outside)." This time commitment increases for partially or fully on-line courses. Students will be expected to spend this time outside class reading the book, online materials and other materials; writing solutions to exercises and programming projects. It will be helpful to set aside regular study time when you can work uninterrupted.

Technical Resources

Generally speaking, you should be proficient in:

- Composing an e-mail
- Attaching a file
- Uploading a file
- Downloading a file
- Saving a file to computer or USB device
- Using a Webcam

- [See the CougarVIEW Student Guide](#)

HARDWARE REQUIREMENTS

[See the System Checker here.](#) (GeorgiaVIEW's system checker is compatible with CougarVIEW.)

Software Requirements

- Java (including a Java compiler)
- Text Editor
- An office suite such as Microsoft Office, Open Office or Google Doc
- To open PDF files you might need Acrobat Reader
- Browser Plugins (PDF files, QuickTime files, MP4 files) can be usually be obtained at the browsers website.
 - Google Chrome
 - Firefox
 - Safari
 - Internet Explorer (Caution: IE is often problematic for CougarVIEW)

You can always learn more about CougarVIEW (D2L Brightspace) by clicking on the Resources navigation menu in CougarVIEW and selecting "CougarVIEW (D2L) Student Guide" on the top navigation bar. If you need technical support or need assistance configuring your computer, you can refer to the link located in the "Technical Resources" widget located on your "My Home" and your "Course Home" pages in CougarVIEW. If you can not solve your problem after reviewing the knowledge base help pages, you should visit the Student Help Desk located in the library or call the help center 24-7 and talk to a Help Center agent. The number is 1-855-772-0423.

Administrative Policies and Academic Resources

CSU Disability Policy

If you have a documented disability as described by the Americans with Disabilities Act (ADA) and the Rehabilitation Act of 1973, Section 504, you may be eligible to receive accommodations to assist in programmatic and physical accessibility. We recommend that you contact the Center for Accommodation and Access located in Schuster Student Success Center, room 221, 706-507-8755 as soon as possible. The Center for Accommodation and Access can assist you in formulating a reasonable accommodation plan and in providing support. Course requirements will not be waived but accommodations may be able to assist you to meet the requirements. Technical support may also be available to meet your specific need. For more information go to [CSU Center for Accommodation and Access](#).

CougarVIEW (D2L Brightspace) Accessibility Information

From D2L website: "At D2L we believe learning technologies should never limit learning opportunities. Our accessibility program is tightly integrated with our research and development lifecycle to ensure our tools are standards compliant and easy for people to navigate and understand using the assistive technologies and devices that support their needs... At Desire2Learn we use WAI guidelines, such as the Web Content Accessibility Guidelines 2.0 (WCAG 2.0), Authoring Tool Accessibility Guidelines 2.0 (ATAG 2.0) and Accessible Rich Internet Applications Suite (WAI-ARIA) to ensure our designs are consistent with international objectives." For more information go to [D2L Accessibility](#).

Academic Honesty

(Acknowledgment is hereby given to USG eCore on whose policy this is based).

All students are expected to recognize and uphold standards of intellectual and academic integrity. As a basic and minimum standard of conduct in academic matters that students be honest and that they submit for credit only the products of their own efforts. Both the ideals of scholarship and the need for fairness require that all dishonest work be rejected as a basis for academic credit. They also require that students refrain from any and all forms of dishonorable or unethical conduct related to their academic work.

In an effort to foster an environment of academic integrity and to prevent academic dishonesty, students are expected to discuss with faculty the expectations regarding course assignments and standards of conduct. In addition, students are encouraged to discuss freely with faculty, academic advisers, and other members of the academic community any questions pertaining to the provisions of this policy. No cheating in any form will be tolerated. Please be aware that anyone caught cheating or plagiarizing in this class will receive a "0" for the assignment/exam and may receive an "F" grade for the course. Moreover, a report will be also added to your file and to CSU's BART online system. The second instance of academic dishonesty may result in immediate dismissal from the Computer Science programs and expulsion from Columbus State University.

Definitions and Examples

The examples and definitions given below are intended to clarify the standards by which academic honesty and academically honorable conduct are to be judged. The following list is merely illustrative, and it is not intended to be exhaustive. Moreover, the definitions and examples suggest conditions under which unacceptable behavior of the indicated types normally occurs. However, there may be unusual cases that fall outside these conditions that also will be judged unacceptable by the academic community.

Plagiarism

(NOTE: Plagiarism detection systems are often used by CSU faculty members.) Plagiarism is presenting another person's work as one's own. Plagiarism includes any paraphrasing or summarizing of the works of another person without acknowledgment, including the submitting of another student's work as one's own. Plagiarism frequently involves a failure to acknowledge in the text, notes, or footnotes the quotation of the paragraphs, sentences, or even a few phrases written or spoken by someone else. The submission of research or completed papers or projects by someone else is plagiarism, as is the unacknowledged use of research sources gathered by someone else when that use is specifically forbidden by the instructor. Failure to indicate the extent and nature of one's reliance on other sources is also a form of plagiarism.

Cheating on Examinations

Cheating on examinations involves giving or receiving unauthorized help before, during, or after an examination. Examples of unauthorized help include the use of notes, texts, "crib sheets," websites, electronic documents or notes, and computer programs during an examination (unless specifically approved by the instructor), or sharing information with another student during an examination (unless specifically approved by the instructor). Other examples include intentionally allowing another student to view one's own examination and forbidden collaboration before or after an examination.

Unauthorized Collaboration

Submission for academic credit of a work product, developed in substantial collaboration with other person or source but represented as one's own effort, is unauthorized. Seeking and providing such assistance is a violation of academic honesty. However, collaborative work specifically authorized or assigned by an instructor is allowed.

Course Attendance Policy

Class attendance is the responsibility of the student, and it is the student's responsibility to independently cover any materials missed. Class attendance and participation may also be used in determining grades. It is your responsibility to make sure your attendance gets recorded for every class meeting (see under Student Responsibilities below). At my discretion, I may drop you from the course for **absences more than two weeks of classes** (2 classes). Missing an exam or quiz is considered an absence. Missed classes caused by participation in documented, formal, University-sponsored events will not count as absences provided you notify me of such anticipated absences in advance and as soon as possible.

You are responsible for all class work missed, regardless of the reason for the absence(s). Late assignments will not be accepted. No makeup exams or quizzes will be given, so please make sure you are present for all exams/quizzes. Refer to the CSU Catalog (<https://academics.columbusstate.edu/catalogs/current/regulations/undergraduate/index.php#attendance>) for more information on class attendance and withdrawal.

HOUSE BILL 280

Whether a fully online, blended classroom, or on-ground classroom student, you should become familiar with "campus carry" legislation. For information regarding HB 280 (Campus Carry), please refer to [House Bill 280](#). It is the permit holder's responsibility to know and comply with the law.

STUDENT RIGHTS AND RESPONSIBILITIES

Information regarding student rights and responsibilities can be found in the [CSU Student Handbook](#).

Discussion Etiquette

CSU is committed to open, frank, and insightful dialogue in all of its courses. Diversity has many manifestations, including diversity of thought, opinion, and values. Students are encouraged to be respectful of that diversity and to refrain from inappropriate commentary. Students as well as faculty should be guided by common sense and basic etiquette. The following are good guidelines to follow:

- Never post, transmit, promote, or distribute content that is known to be illegal.
- Never post harassing, threatening, or embarrassing comments.
- If you disagree with someone, respond to the subject, not the person.

Never post content that is harmful, abusive; racially, ethnically, or religiously offensive; vulgar; sexually explicit; or otherwise potentially offensive.

Expectations

WHAT YOU CAN EXPECT FROM ME

- I will prepare and deliver lessons covering the required topics
- I will lead the class discussion and answer students' questions
- I will be available to discuss questions about the course with you
- Below are my target response times:

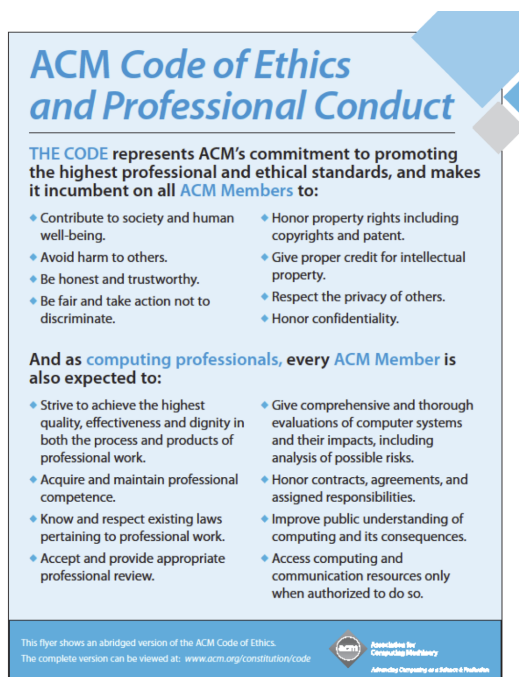
Target Response Times

Deliverable	Target
Email responses	≤ 2 school days
Quizzes posted	≥ 4 days (so that it's open at least 3 days)
Assignments posted	≥ 5 days before it's due

Deliverable	Target
Projects posted	≥ 7 days before it's due
Quizzes graded	≤ 2 classes later
Assignments graded	≤ 4 school days
Discussion boards reviewed	≤ 5 school days
Projects graded	≤ 7 days
Exams graded	≤ 2 classes later

WHAT IS EXPECTED FROM YOU

- Be respectful to both your peers and instructors in all interactions.
- Regularly check your official CSU email, and communicate with your instructors in a professional manner.
- Manage your time and maintain the discipline required to meet the course requirements.
- Come to class prepared to ask questions to maximize your understanding of the material.
- Complete all readings,
- Complete all assignments,
- Complete all quizzes and exams,
- Ask questions when something is not clear.
- Actively participate in classroom discussions.



ACM Code of Ethics and Professional Conduct

THE CODE represents ACM's commitment to promoting the highest professional and ethical standards, and makes it incumbent on all ACM Members to:

- ◆ Contribute to society and human well-being.
- ◆ Avoid harm to others.
- ◆ Be honest and trustworthy.
- ◆ Be fair and take action not to discriminate.
- ◆ Honor property rights including copyrights and patent.
- ◆ Give proper credit for intellectual property.
- ◆ Respect the privacy of others.
- ◆ Honor confidentiality.

And as computing professionals, every ACM Member is also expected to:

- ◆ Strive to achieve the highest quality, effectiveness and dignity in both the process and products of professional work.
- ◆ Acquire and maintain professional competence.
- ◆ Know and respect existing laws pertaining to professional work.
- ◆ Accept and provide appropriate professional review.
- ◆ Give comprehensive and thorough evaluations of computer systems and their impacts, including analysis of possible risks.
- ◆ Honor contracts, agreements, and assigned responsibilities.
- ◆ Improve public understanding of computing and its consequences.
- ◆ Access computing and communication resources only when authorized to do so.

This flyer shows an abridged version of the ACM Code of Ethics. The complete version can be viewed at: www.acm.org/constitutions/code

ACM Association for Computing Machinery Advancing Computing as a Human & Technological