LEARNING OUTCOMES

- Design elementary computer algorithms.
- Develop small Java programs that implement basic algorithmic designs.
- Organize and document program code following the principles of software engineering.

LEARNING OBJECTIVES

- Analyze problems and develop computer algorithms to solve novel problems.
- Write, document, test and debug Java programs, making use of variables, expressions, selection and looping statements.
- Organize program code into modules using methods following the software engineering principles of modularity and abstraction.
- Assemble data and methods into classes at an introductory level following the software engineering principles of encapsulation and data hiding.
- Make use of arrays to store and process lists of data.
- Read, interpret, analyze and explain introductory Java programs.
- Use editors to compose programming code and compilers to produce executable software.

Meeting Time Requirements

Monday and Wednesday 10:00-12:10pm/11:50 am, Room: 1302
TBA Lab Hours: 5 hours, 10 minutes online - exercises and CodeLab
A good time to do this work is when I'm in the CTC. See CTC Hours below.

Final Exam: Friday, 6/4, 7-9:50am

Weekly Schedule for course

Attendance

Attendance and group participation at all classes is required.
Tardiness has a consequence.
Absences
- Excused absence = death in family, extreme sickness, ill child, automobile accident.
- Unexcused absence = time management issues.
- You are responsible for class material missed when absent

Instructor Information:

Susan Nerton, Computer Science
E-mail: susan.nerton@cabrillo.edu
Instructor Website: http://www.cabrillo.edu/~snerton
Use Blackboard email client to communicate with me regarding course work.
Phone: 831-479-6545
Office: Rm. 2552 (Aptos)
Office Hours: http://www.cabrillo.edu/~snerton/officehours.html

- M: 3:10-4:00pm
- T: 11:00-11:50am
- W: 9:30-10:00am, 2:00-2:30pm
- TH: 4:50-5:20pm (rm 401)

CTC Instructor Lab Hours (1400):

- W: 12-2:10pm
- TH: 11:00-1:30pm

TEXTS, SOFTWARE AND GRADES

Required/Recommended Materials

- Murach's Java SE 6: Training & Reference (Paperback)-Recommended
  Text resources at: www.murach.com
  You can also download portions of the previous version: Murach's Beginning Java 2, JDK 5
- Programming with Alice and Java (Paperback)
- JDK 5.0 or higher, some text editor (like notepad).
  We will use TextPad: available at: http://www.textpad.com/
- Java API
- CodeLab required: http://www.tcgo1.com
- Programming with Alice: http://www.alice.org
- Text, notebook/binder, storage device (something portable) and writing materials are to be brought to each class.

Assignments and Grading

- All assignments will be available in Blackboard (https://online.cabrillo.edu). Blackboard is a password-protected, course management system used extensively by Cabrillo College instructors, and enables you to access and submit work remotely.
- In-class exercises and homework assignment (including programming assignments) will be uploaded to Blackboard. Homework assignments will be given during the semester and posted on the course website in a document called Weekly Schedule.
- Homework is due at the time and on the date posted in Blackboard.
  - If your absence is excused, your homework will be accepted at the next class meeting.
  - Late homework: one “freebie” plus the work must be completed by the end of the day. Any other late homework will receive an F or 0 points.
• You need 6-8 hours per week (average) to devote to this class to do well. It is what you will need for reading, thinking, and completing exercises, CodeLab and programming assignments. It is best to work in blocks of time rather than a few minutes here and a few minutes there. However, cramming for this class is a lot like trying to cram for a soccer game.

• Thanks to Ed Parrish for generously sharing his course materials.

Homework Presentation
• Submit any hardcopy homework on 8 ½ x 11 inch paper. If more than one sheet of paper is needed, staple in upper left corner. Header should include your name, date, name of class (CS 12J), name of assignment (Ages).
• Word process algorithmic thinking assignments.
• Use the formatting instructions provided for in-class exercises and homework assignments. Pay attention to these; they are different.
• Present all work professionally: organized, logical, neat, legible, and complete.

Grading Summary
Final grade will be based on the following areas:
Participation & Weekly online TBA Lab (CodeLab, Lab Exercises) ............... 10%
Programming Assignments .............................................................................. 40%
Midterm (online and lab practical) ................................................................. 20%
Final Exam (online and lab practical) ............................................................ 30%
Final exam scores must be at least 70% in order to pass the class, in addition to passing grades on programs and midterm exams. This means that if you do not pass the final exams, you do not pass the class.

Letter Grading Scale
Letter Grade...................................... Numeric Average based on percentage
A.......................................................... 90 and above
B.......................................................... 80 – 89.95
C.......................................................... 70 – 79.95
D.......................................................... 60 – 69.95
F.......................................................... Under 60
HINTS FOR SUCCESS
• Keep this syllabus and schedule handy or go to the class website www.cabrillo.edu/~snerton
• In fact, keep all handouts, papers, assessments, outlines, notes...Consider them a receipt for work corrected.
• Plan ahead on assignments and exams: Late work and make-up exams are NOT accepted nor provided.
• All students needing accommodations should inform the instructor ASAP. Veterans may qualify for accommodations. Wounded Warriors may have acquired injuries which through the American with Disabilities Act (ADA) entitles the use of accommodations to ensure equal opportunity for students with verified disabilities. To determine if you qualify or need
assistance with an accommodation, please contact Disabled Student Services, Room 810 479-6379, or the Learning Skills Program, Room 1073, 479-6220.

- Please make use of college learning resources like available through the Math Learning Center (MLC rm 1074), Computer Technology Center (Aptos 1400), Computer Technology Center (Wat. 4510), Tutorials (Aptos), Tutorials (Wat), MESA

- Instructors at Cabrillo will not tolerate any forms of academic dishonesty. We do not accept remarkably similar assignments. Pair programming is different from copying someone's code. Students who engage in violations of academic integrity (cheating, plagiarizing print or electronic sources, copying computer files, web site content) as outlined in Cabrillo's "Student Rights and Responsibilities" document are subject to disciplinary action by the instructor including receiving an "F" for the assignment, being dropped from the course with a "W" or being issued an "F" for the course.