Spring 2006

CS 142: Computer Programming - II

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CS 142 Computer Programming - II

Spring 2006 - Lecture Section 1

Last Update: March 25, 2006 at 4:45 p.m.

Tu & Th 12:20 – 1:35 p.m., Russ Engineering Center Room 144 (Lecture)
Plus **one** of the following lab sections:

Sect	Time	Day	Room
5	5:10 – 6:00 p.m.	Tu	RC152A
6	2:10 – 3:00 p.m.	Th	RC152A

Description: Concepts introduced in CS 141 are developed in greater detail and depth with the Java programming language. Topics include object oriented programming, graphics, development of user interfaces and handling runtime errors with an emphasis on program verification and testing. Students must register for both lecture and one laboratory section. 4 credit hours. Prerequisite: CS 141 (Computer Programming I) and MTH 127 (College Algebra) or equivalent.

Instructor: Dr. Ronald F. Taylor 775-5122 (Office RC 356) or 775-5131 (CSE Dept RC 303), ronald.taylor@wright.edu. Office hours: M&W 9:00 – 11:00 a.m.; Tu&Th 4:30 – 5:30 p.m. (other times by appointment)

Teaching Assistant: Ms. Vineela Muppavarapu, muppavarapu.2@wright.edu (Office RC 316). Office hours to be announced.

Textbook: **Introduction to Java Programming Comprehensive Version**, Fifth Edition, Y. Daniel Liang, Prentice-Hall, 2005, ISBN 0-13-148952-6.

Textbook Web Resources: http://www.cs.armstrong.edu/liang/intro5e/student.html
This is a very useful link. It contains links to all the Java software, some sample quizzes, and sample programs.

WebCT: http://wisdom.wright.edu If you are new to WebCT, please read the opening web page instructions for students. This allows you access to your grades as well as lab assignments and submittals. We will post much of the course materials here instead of the Course Home Page.

Course Home Page: http://www.cs.wright.edu/people/faculty/rtaylor/cs142

Grading: Mid-term exam and quizzes: 20%; comprehensive final: 30%; programming lab assignments: 50%. Final grade is based on the course average:

A: 100-90, **B**: less than 90-80, **C:** less than 80-70, **D:** less than 70-60, **F:** less than 60-0.
unless you get less than 70% of the possible points on your programming lab assignments in which case you fail the entire course.

Policy: No late exams unless verifiable emergency. No make-up quizzes: quizzes can be unannounced in-class or take-home. **All work must be your own; sharing of program code will result in a grade of "zero" for all those involved. Official university policy will be followed in cases of academic dishonesty.** Don't show others your programs and don't look at someone else's code. However, sharing ideas and general computer skills with others outside of class is encouraged. The instructor considers it important to attend all lectures and lab sessions. You are responsible for material covered in lecture, lab, and the corresponding material in the text.

Programs and Related Assignments: Programming assignments will be issued in class or during the lab sessions. Each assignment will state the due date. They will usually be one or possibly two weeks in duration. As noted above, you must earn at least 70% of the possible points on lab assignments in order to pass the course.

Programming assignments are to be submitted by the due date. WebCT will be used to submit programs unless otherwise specified. It is very important to attend all your lab sessions and also do extra outside of class programming. Some short programming or related exercises may be assigned in lecture for turn-in or class discussion.

Schedule: See table below. Topics may vary. Exam dates are firm. Topics to be covered each week are listed, followed by the accompanying Chapter in the text. Not all sections of chapters will be covered in class. This schedule is subject to change.

Week	Topic	* Readings
1	Review of Basic Concepts, Methods, and Arrays	Chapters 4 and 5 Supplements B, C, D, and T
2	Review of Objects, Classes and Strings	Chapters 6 and 7
3	Inheritance and Polymorphism	Chapter 8
4	Abstract Classes and Interfaces Review for Exam	Chapter 9
5	Introduction to GUI Programming **Mid-Term Exam: Thursday April 27**	Chapter 11
6	Introduction to GUI Programming (continued) Event Driven Programming	Chapter 11 (continued) and 12
7	Creating User Interfaces	Chapter 13
8	Introduction to Applets and HTML	Chapter 14 & Supplement E
9	Introduction to Exception Handling Introduction to Input and Output	Chapter 15 Chapter 16
10	Finish Any Remaining Topics Evaluation of Instruction Review for Final Exam	
Finals	**Comprehensive Final Exam: Tuesday June 6, 1:00 – 3:00 p.m., in usual lecture classroom**	

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Whenever any Chapter is assigned, also study the corresponding Glossary of Terms section in Supplement F which can be found on the **Textbook Web Resources:** http://www.cs.armstrong.edu/liang/intro5e/student.html . All Supplements can be found there. It is recommended that you print your own copies.