Fall 2006

CS 340: Programming Language Workshop in Java

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Instructor: Dr. Ronald F. Taylor

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- Email: ronald.taylor@wright.edu
- Quarter: Fall 2006
- Office Hrs: 11:00 - 12:00 noon and 5:00 - 6:00 p.m. on Tuesday and Thursday (or by appointment)
- One and Only Class: Monday September 11, 2006 (start of week 2) at 10:00 a.m. in Russ Center Room 356 OR as arranged with the Instructor.

Course Description

This course is designed as a self-study in Java. You are expected to work independently to learn the Java language and solve a set of programming problems assigned to you using latest Java SDK available at http://java.sun.com or other software as approved by the instructor. There are no exams. We officially meet only once in a quarter. However, I will be available in the posted office hours for clarifications and general discussion of the programming assignments. Do not expect support in debugging badly documented code.

Prerequisite

- Experience with programming in C/C++ or Pascal/Ada.

Course Text (DD6)


Reference:


Selected Websites

- Java API Documentation: http://java.sun.com/api/index.html
Grades

Each programming assignment will be graded as Pass/Unsatisfactory, and the letter grade "P" or "U" will be assigned by the end of the course.

Course Policies – Read Carefully and Follow

- All work must be turned-in by Monday November 6, 2006 (start week 10).
- Do not expect an incomplete for any reason. Each assignment has a separate deadline.
- You must pass all the projects to pass the course.
- You must submit the source code and related documentation to your CS 340 account on WebCT: http://wisdom.wright.edu/. Use your campus ID to login. Do not send by e-mail to the instructor. Submissions are due by 11:55 pm on the dates below. No submissions may be made which are more than 24 hours late. A grade of "U" will be assigned for the project in this case. The programs must be well documented and adequately tested. Include a Word document, "Project Report", for each project that describes the problems solved and assists the reader in understanding the code that was written. The programs must run under the software provided with the current text or as approved by the instructor.
- Four projects must be completed. Recommended list below. Alternate assignments may be proposed, but must be presented to instructor for approval no later than September 18th (start of week 3). Students are strongly encouraged to work extra problems or additional investigations that support the general topics noted below. Additional work should be documented in the "Project Report" together with any supplemental code developments.
- You are also asked to submit an entrance survey and an exit survey for the course. These will be posted on the course web site.

Project Assignments

<table>
<thead>
<tr>
<th>Project #</th>
<th>Topics</th>
<th>DD6 Text Problems</th>
<th>Due Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Methods &amp; Arrays</td>
<td>Problems 6.29, 6.33, 6.34, 7.17</td>
<td>October 2 (start week 5)</td>
</tr>
<tr>
<td>2</td>
<td>Classes</td>
<td>Problems 8.6, 8.17, 8.19</td>
<td>October 16 (start week 7)</td>
</tr>
<tr>
<td>3</td>
<td>GUI</td>
<td>Problems 11.9, 11.15</td>
<td>October 30 (start week 9)</td>
</tr>
<tr>
<td>4</td>
<td>Graphics</td>
<td>Problems 12.28, 12.29, 12.30</td>
<td>November 6 (start week 10)</td>
</tr>
</tbody>
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