

CS260 Introduction to Java & Android Programming

Fall 2011

Catalog Description

The focus of this course is programming using Java and Android Devices including Smartphones. Students will design, develop, and test Java programs. Topics will include the Java API, Smartphone hardware features, and Event Driven Programming. Prerequisite: CS 250 with a minimum grade of C. 2 credits.

Topics

- Basic syntax and semantics of Java
- OOD & the concepts of encapsulation, abstraction, inheritance, and polymorphism in Java
- Event-driven programming
- Java and Android APIs
- Use of tools such as Subversion, Javadoc, and unit testing
- User Interfaces Design

The above topics were copied with permission from the Computing Curricula 2001 recommendations found at: <http://www.sigcse.org/cc2001/>.

Instructor Details

Professor:	Douglas J. Ryan
Email:	ryandj@pacificu.edu
Office:	Strain 201
Phone:	(503) 352-2135
Office Hours:	MWF 11:00am - 12:00am or by appointment

Course Details

Course Title:	Introduction to Java and Android Programming
Prerequisite:	CS250 Introduction to Computer Science II
Required for:	A grade of C or better in CS260 is required for CS360 Special Topics
Meeting Times:	MW 4:15pm - 5:50pm
Location:	Marsh LL15
Textbooks: Optional	The Busy Coder's Guide to Android Development by Mark Murphy Online subscription \$40 at commonsware.com
Software:	Eclipse 3.7 EE Edition, JDK 6 Update 26 with Java EE, Java SE 6 Update 26, android-sdk_r11, subclipse 1.6.x, ADT Plugin, Geany
Course Website:	http://zeus.cs.pacificu.edu/ryand/cs260/2011/

Course Assessment

As a general rule of thumb, students are expected to spend 2 hours outside of class for each hour of class time. This means that you should be spending 8 hours per week outside of class on the readings, projects, and homework. At least 1 hour a week should be spent on non-assignment based studying.

Grade Distribution:

4-5 Programming Assignments	45%
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Unscheduled Quizzes (open-note)	5%
Midterm Exam	30%
Final Project	20%

Programming Projects Grading:

Successful Execution	70%
Acceptable structure, style, documentation, and efficiency. You must follow the Java Coding Standards, version 1.0	30%

Percent Breakdown:

			92-100%	A		90-92%	A-
88-90%	B+		82-88%	B		80-82%	B-
78-80%	C+		72-78%	C		70-72%	C-
68-70%	D+		60-68%	D			
			0-60%	F			

Important Dates

Tentative date for Midterm:

Wednesday, November 9, 2011

Labor Day:

Monday, September 5, 2011 (No Class)

Fall Break:

Friday, October 7, 2011 (No Class)

Thanksgiving Holiday:

Wednesday, November 23, 2011 - Sunday, November 27, 2011 (No Class)

Reading Day:

Wednesday, December 7, 2011

Date of Final:

Friday, December 9, 2011 3:00pm – 5:30pm

Academic Calendar:

<http://www.pacificu.edu/as/calendar/>

Course Policies

1. **Attendance:** Attendance at every class is critical to your success in this course. I expect you to be on time and ready to go once it is 4:15pm and that you stay until the end of class. You will not be allowed into the classroom once I close the door and start teaching. Any missed lecture is your responsibility to make up; just remember that if you fall behind, it will be very difficult for you to catch up.
 - I reserve the right to raise or lower your grade based on class participation and attendance. Specifically, I may lower your grade or may officially withdraw you from the course through the tenth week of the semester for poor attendance or participation. Further, your final grade may be lowered by 1/3 of your final course grade for each day (or portion thereof) of class missed. Please notify me PRIOR to class if you must miss class for any reason.

2. **Programming Assignments:** All assignments are to be programmed in Java using Eclipse 3.7. Both the electronic copy and hardcopy of your assignments are due at 4:15pm on the day that they are due.
 - The hardcopy must be placed on the instructor's desk before 4:15pm on the day the assignment is due. If the hardcopy uses more than one sheet, then print double-sided with all sheets stapled in the upper-left corner. The code must be printed in color. Failure to submit a hardcopy of the assignment will result in a loss of 30% of the assignment points.
 - The electronic copy must be placed in the 'CS260-01 Drop' folder on Turing by 4:15pm on the day the assignment is due. Failure to submit an electronic copy will result in a loss of 70% of the assignment points.
 - A program that does not successfully compile or produces no output loses 70% of the assignment grade.
 - Assignments can be turned in up to 24 hours late with a penalty of 10% of the grade. If the assignment is between 24 and 48 hours late you will lose 20% of your grade. Anything turned in later than 48 of the assignment deadline will NOT be accepted.
 - Make sure that you test your programs before submitting them. You may only submit your assignment once.
 - All code (source or object) in any form generated from this course becomes the intellectual property of Pacific University. You may not share this code with anyone without obtaining written permission from Pacific University.
3. No early or late exams/final will be given. No incompletes will be given.
4. **Academic Dishonesty:** Pacific University has no tolerance for academic dishonesty. It is university policy that all acts of academic dishonesty be reported to the Associate Dean. Forms of academic dishonesty include, but are not limited to, plagiarism, fabrication, cheating, tampering with grades, forging signatures, and using electronic information resources in violation of acceptable use policies. Please consult the Academic Conduct Policies in the A&S Catalog for more details.
 - For programming assignments, plagiarism takes the form of, *but is not limited to* copying code from someone else, whether copying files, glancing at someone else's code, typing from someone else's notes or typing while they dictate. The source can be a classmate, former student, website, program listing found in the trash, or anything else. Furthermore, plagiarism even on a small part of the program is cheating.
 - You should also note that aiding someone else's cheating also constitutes cheating. You should never leave your code where someone else could have access to it, such as staying logged onto a machine or placing solutions in the recycling bin where another student may take it.
 - Sanctions that may be imposed for academic dishonesty are:
 - First offense for cheating: 12% subtracted from your final course grade
 - Second offense for cheating of any kind: 'F' in the course
5. Neither computer failure, software failure, nor lack of computer access are accepted as excuses for late programs; therefore, start work on the programs as soon as they are assigned, and don't put them off until the last minute. Further, corruption of programs due to bad disk media is also not accepted as an excuse for late programs; therefore, always keep a current backup of all programs on a separate disk. Please note that the Computer Science departmental servers are not backed up.
6. You may be asked to leave the class if you are causing a distraction e.g. cell phone ringing, talking, etc.
7. If you have a complaint regarding a grade on an assignment or exam, write a one paragraph description of why you feel the grade is incorrect and deliver it to the instructor within five working days

(M-F are considered working days) of when the graded material was returned to you. I will not consider any grade changes later than five working days after the graded material was returned.

8. If you have a documented disability covered under the ADA then services and accommodations are available from LSS (Learning Support Services). If you need reasonable accommodations to fully participate in course activities or meet course requirements, you must contact Edna K. Gehring, Director of LSS, at X2107. She will meet with you, review the documentation of their disabilities, and discuss the services Pacific offers.