CS260 Introduction to Java & Android Programming
Winter 2018

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.

Course Student Learning Outcomes

- Basic syntax and semantics of Java
- OOD & the concepts of encapsulation, abstraction, inheritance, and polymorphism in Java
- Become skilled with event-driven programming
- Use modern APIs such as Java and Android
- Use of tools such as IntelliJ IDEA, AndroidStudio, Gradle, Javadoc
- User Interface Design
- Game Development for mobile devices

Major Student Learning Outcomes

- Apply strategies for abstract problem solving.
- Be able to communicate in a collaborative environment, present ideas, and document work at all stages of software development.
- Identify the skills necessary to become a lifelong learner in the rapidly changing field of Computer Science.

Instructor Details

Professor:	Douglas J. Ryan
Email:	ryandj@pacificu.edu
Office:	Strain 201
Phone:	(503) 352-2135
Office Hours:	M-F 10:30am – 11:30am or by appointment

Course Details

Course Title:	Introduction to Java and Android Programming
Prerequisite:	CS250 Introduction to Computer Science II
Required for:	CS Major starting in 2011
Meeting Times:	M-F 1:00-2:30PM, 3:15-4:45PM
Location:	CS Lab
Textbooks:	None
Software:	IntelliJ IDEA 2017.3 , AndroidStudio 3.0.1, JDK 1.8.0_151, Geany 1.32, UMLet 14.2
Course Website:	http://zeus.cs.pacificu.edu/ryand/cs260/2018/

Course Assessment

You are expected to put in 8-10 hours per day (including class) for this course.

Grade Distribution:

Programming Assignments (Java & Android)	40%
Midterm Exam	40%
Final Project	20%

Programming Projects Grading:

Successful Execution	50%
Design to include proper use of classes, methods, inheritance, polymorphism	30%
Coding Standards You must follow the Java Coding Standards, version 1.3	20%

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

Martin Luther King Day (No Class):
Monday, January 15, 2018

Tentative date for Midterm:
Wednesday, January 17, 2018

Date of Final Project:
Tuesday, January 23, 2018 1:00-3:30PM

Academic Calendar:
http://www.pacificu.edu/as/calendar/

Course Policies

Attendance: Attendance at every class is critical to your success in this course. I expect you to be on time and ready to go at the beginning of class (1:00PM and 3:15PM) 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 may 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 (fifth day of Winter II) 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.

- No early or late exams/final/ final project will be given. No incompletes will be given.

Programming Assignments: All assignments are to be programmed in Java and will be tested on a Windows 10 machine similar in setup to machines in the CS Lab. Both the electronic copy and hardcopy of your assignments are due by the date & time noted on each assignment specification.

- The hardcopy must be placed on the instructor's desk by the time specified on the assignment on the day the assignment is due. If the hardcopy uses more than one sheet of paper, then all sheets must be 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 20% of the assignment points.

- Make sure to test your program extensively before you turn it in. A program that does not successfully compile or produces no output loses 50% of the assignment grade.

- Assignments can be turned in up to 24 hours late with a penalty of 10% of the grade. Anything turned in later than 24 hours of the assignment deadline will NOT be accepted.

- All code 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.

- 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.

Academic Dishonesty: Pacific University has no tolerance for academic misconduct/dishonesty. It is university policy that all acts of misconduct and dishonesty be reported to the Associate Dean for Student Academic Affairs. Sanctions that may be imposed for such misconduct range from an "F" for the assignment, an "F" for the course, and suspension or dismissal from the university. Forms of academic misconduct include but are not limited to plagiarism, fabrication, cheating, tampering with grades, sharing assignment solutions in any form, forging signatures, and using electronic information resources in violation of acceptable use policies.

- 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, typing from someone's description of a solution (written or verbal) 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 on the entire program.

- 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

Other:

- You may be asked to leave the class if you are causing a distraction e.g. cell phone ringing, talking, working on the computer during lecture, etc.

- 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 is returned.

Learning Support Services for Students with Disabilities: If you have documented challenges that will impede your learning in any way, please contact our LSS office in Scott Hall (ext.2107). The Director will meet with students, review the documentation of their disabilities, and discuss the services that Pacific offers and any appropriate ADA accommodations for specific courses.

The Tutoring and Learning Center is located in Scott Hall 127: The center focuses on delivering one-on-one and group tutoring services for math and science courses and writing skills in all subjects. Students should consult with the center's director for information on tutoring available for other subjects. Day and evening hours; walk-ins welcome!