

# **University of Houston Department of Computer Science**

# **Course Syllabus**

# **COSC 1430 Computer Programming II (Class number 23681)**

Term	SPRING 2017
Lectures Time & Location	10:00 AM – 11:30 PM T/TH PGH 232
Instructor	Dr. Guoning Chen
Email	gchen16@uh.edu
Office	PGH 529
Office Hours	1:00- 2:00 TU 11:30-12:30 TH

# **CourseDescription:**

This course is an introduction to the OOP principle of encapsulation and data hiding using a highlevel language such as C++ and Java, including appropriate access privileges for members (private data and both public and private methods), using Unified Modeling Language UML. Main topics include: abstract classes, object composition, inheritance, polymorphism, files and graphic interfaces in Java.

## **<u>RequiredReading/Resources</u>**

Absolute C++, Absolute Java, Walter Savitch, Addison-Wesley (any edition, but preferably 6th ) Violet http://alexdp.free.fr/violetumleditor/page.php http://www.youtube.com/watch?v=ZTAFyrbNTes&feature=related how to use Violet

Software's: Microsoft Visual studio 2015/2013/2012 Eclipse (recommended), classic 4.1,XCODE

**Required Technology:** Students are required to buy a clicker or to use a previously registered clicker. Clickers may be purchased in Cougar Byte in the UC. UH career. Instructions on registering yourself and the clicker for WebCT appear on the last page of the syllabus.

### Important Notes:

- Our time together is very valuable; please treat it accordingly. If you arrive late, sit in the back and check so as not to disturb others when you arrive. By enrolling in this course you make a personal contract with me and your classmates to attend and diligently participate in every class activity. Students are expected to be courteous toward the instructor and their classmates throughout the duration of this course.
- 2. All cell phones and pagers must be "on silent" mode during classes and "turned off" during exams.
- 3. Attendance is taken at the beginning of the class.
- 4. Assignments must be submitted on the due date. No late or email submissions will be accepted. If ever accepted (Logical reason) a 20% penalty will be applied.

### 5. <u>MAKE-UP EXAMS</u>: <u>There are no make-up exams</u>.

- 6. **3-Day Policy**: One has **3 days** starting from the end of the class time in which the graded assignment/exam papers have been distributed and/or posted in order to object to the score of that assignment or exam. The objection shall be submitted electronically by emailing the TA and the instructor.
- 7. <u>Academic Honor Code:</u> As a student, you join a community of scholars who are committed to excellence in learning. I assume that students will pursue their studies with integrity and honesty. ZERO-TOLERANCE for CHEATING, whether in exams, quizzes or PROGRAMMING ASSIGNMENTS. Plagiarism, copying and other anti-intellectual behavior are prohibited by the university regulations. Violators will face serious consequences.
- 8. <u>Student Conduct</u>: Disruptive behavior inside or outside class may result in <u>disciplinary actions and academic failure. Students must refrain from disturbing the</u> <u>peace and good order of the university. For more details, please refer to</u> <u>http://www.uh.edu/dos/pdf/codeofconduct.pdf</u>
- 9. <u>Academic Integrity</u>: Cheating or any other suspected violations of academic integrity will not be tolerated and will be reported to the Department of Computer Science, Director of Undergraduate/Graduate Studies and if substantiated may result in significant penalty. It is each student's responsibility to read and understand the Academic Honesty Policy found in the Student Handbook (<u>http://www.uh.edu/academics/catalog/policies/academ-reg/academic-honesty/</u>).
- 10. Plagiarism is using someone else's work without proper acknowledgement. This includes getting help from a friend or colleague and online material. When using someone else's work, always cite the source. Plagiarism is considered a serious breach of academic integrity. ANY BREACH OF ACADEMIC

#### INTEGRITY OR PLAGIARISM WOULD RESULT IN A MINIMUM OF ONE FULL LETTER GRADE REDUCTION OVER THE FINAL SCORE <u>AND POSSIBLEEXPLUSIONFROMUNIVERSITY.</u>

Email:

Please use your blackboard email for any issue concerning your lab assignments, Homework. For any other issue you can contact me at <u>gchen16@uh.edu.</u>

Teaching schedule (tentative)

	Date	Topics	Homework	Due dates
Week 1	Tuesday, Jan, 17	Chapter 2 Flow of control	HW0 (Loops)	
	Thursday, Jan, 19	Chapter 5 Arrays		
Week 2	Tuesday, Jan, 24	Chapter 12 Stream File I/O	HWI (Affays)	HW0 Due
	Thursday, Jan 26,	Chapter 10 Pointer and Dynamic Arrays		
Week 3	Tuesday, Jan 31,	Chapter 3,4 (Function and Parameters)	HW2 (Dynamic Arrays)	HW1 Due
	Wed September 7	DROP DEADLINE		
	Thursday, Feb 2,	Group Assignment 1 (Pointer Char)	GA 1 (Pointer Char)	
	Saturday, Feb 4,			GA1 Due
Week 4	Tuesday, Feb 7,	Chapter 5 Structure and Classes	HW3 (Structure and Classes)	HW2 Due
	Thursday, Feb 9,	Chapter 6 Classes (Cont.)		

	Date	Topics	Homework	Due dates
Week 5	Tuesday, Feb 14	Dynamic Allocation	HW 4 (Dynamic Structure and Classes)	HW3 Due
	Thursday, Feb 16	Review		
Week 6	Tuesday, Feb 21	<mark>Exam 1</mark> (NO LAB)		HW4 Due
	Thursday, Feb 23,	Chapter 8 Overloading, Friends		
Week 7	Tuesday, Feb 28,	Chapter 14, 15( Inheritance and Polymorphism)	HW5 (Inheritance and Polymorphism)	
	Thursday, Mar 2,	Group Assignment 2	GA2	
	Saturday, Mar 4,			GA2 Due
Week 8	Tuesday, Mar 7,	Inheritance and Polymorphism, cont.	HW6 (File I/O, Exception Handling)	HW5 Due
	Thursday, Mar 9,	Virtual / Pure-Virtual Class		

	Date Topics	Homework	Due dates
Week 9	Tuesday, Mar 14 SPRING BREAK Mar 13 – 18 (NO CLASS)	GA3 (extra credit, optional)	
	Thursday, Mar 16 SPRING BREAK Mar 13 – 18 (NO CLASS)		
	Saturday, Mar 18		GA3 Due
Week 10	Tuesday, Mar 21 Exam 11 (NO LAB)		HW6 Due
	Thursday, Mar 23, Absolute Java – Java File I/O		
Week 11	Tuesday, Mar 28, Java Classes, Inner Classes, File I/O	HW7 (Java File I/O. Classes)	
	Thursday, Mar 30, Group Assignment 4	GA4	
	Fri Mar 31DROP DEADLINE with a W		
Week 12	Tuesday, Apr 4, Abstract Classes	HW8 (Java Swing Individual Project)	HW 7 Due
	Thursday, Apr 6, SWING		GA4 Due

		Date	Topics	Homework	Due dates
Week 13	Tuesday,	Apr 11	SWING		
	Thursday,	Apr 13	Group Assignment 5	GA5	
	Saturday,	Apr 15			GA5 Due
Week 14	Tuesday,	Apr 18	Interfaces		
	Thursday,	Apr 20	Interfaces		
Week 15	Tuesday, A	opr 25,	Review for Final		
	Thursday,	Apr 27,	NO CLASS		HW 8 Due
	Mon, Ma	y 1,	Last Day of Classes	Last date for late work.	
			Final Exam DATE TBA		
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HowtoregisterResponsePadviaBlackboard(checkclickerGuideonWebct/blackboard)

Please follow the steps below to register your clicker:

- 1) Log on to Blackboard at <u>www.uh.edu/blabckboard</u>.
- 2) Select the course you will be using Turning Point Clicker for.
- 3) On the homepage, click on the "<u>COSC1430-27512PadRegistration</u>" icon.
- 4) Enter your clicker ID. The ID is available on the back of your clicker it is a 6-digit combination of numbers or/and letters.

Turning Technologies, LLC www.TurningTechnologies.com P/N:RCRF- 02 (Programmable) CEC FCC ID : R4WRCRF02 ACN : 008 594 509 IC : 5994A-RESCARD	Response Device ID: Confirm Response Device ID:
Pat 7,330,710 26018A 2109 Other Pats Pend Assembled in Thailand	<b>NOTE:</b> The ID is not case-sensitive.

### NOTE:

If you already registered your clicker for a course in the previous or current semester, you may see the following statement when you try to register your clicker for another course.

Your currently registered Response Device ID is:

Even though it shows that your clicker is already registered, provide your clicker ID again.

5) Click Submit.

### How to Use Response Pad in Class

- 1) If you have a brand-new pad, remove the plastic flap from the back of your pad before using it.
- Make sure to set your pad with a correct channel based on the channel number your instructor uses. At the beginning of each class, your instructor will display a channel number for the class.

To set the channel, press Go (CH)  $\rightarrow$  41  $\rightarrow$  Go (CH).



Once the process is done successfully, you should see the green light on your pad.

 Whenever you submit an answer, pay attention to the light indicator. When the light shows solid green, it means that your answer has been submitted.



# **Grading Policy (Tentative):**

Numerical grades will be assigned in all the tests and assignments. Only the final grade will be a letter grade.

Activity	Weight
Homework and Programming Assignments	
Quizzes and inclass projects	
Exam 1 (Tuesday, Feb 22 <sup>th</sup> , 2017, Tentative)	
Exam 2 (Tuesday, Mar 25 <sup>th</sup> , 2017, Tentative)	
Final Exam (TBA )	

# **Grade Percent Merit**

A >= 92.5 Excellent	A- >= 89.5 and < 92.5	<b>B+</b> >=86.5 and < 89.5
	Outstanding	Very Good
<b>B</b> > = 83.5 and <86.5	<b>B-</b> >=79.5 and < 83.5	<b>C+</b> >=76.5 and < 79.5
Good	Above Average	High Average
<i>C</i> >=72.5 and <76.5	<b>C-</b> >=69.5 and <72.5 Low	D+ >=65.5 and <69.5
Average	Average	Below Average
<b>D</b> >=62.5 and <65.5 Poor	F < 62.5 Failing	

### Wishing you a pleasant and a fruitful semester