

Syllabus

Course Title: CNMT 110 - Object Oriented Programming

Class Schedule:

Section 2: MW 14:00 - 15:50, NFAC 215

<https://www.uwsp.edu/canvas/>

Instructor:

George Heeres

Office: CAC 110C

Phone: (715) 346-4650

Email: gheeres@uwsp.edu

Office Hours: Wed 16:00 - 18:00

Thur 10:00 - 11:00

+ By appointment

Course Description:

An introduction to object-oriented programming paradigm; definition and use of classes; fundamentals of object-oriented design; development of object-oriented programming language principles; coding in a current object-oriented programming language.

Course Objectives:

- Learn basic programming syntax and constructs including variable declaration, assignment, decision trees and structures, loops and methods.
- Understand essential object-oriented programming concepts including classes, objects, inheritance, and polymorphism.
- Use Java application programming interfaces (API) and libraries to solve problems resolving real world applications.
- Interpret business requirements and prescript program code solutions and algorithms.
- Establish and follow coding standards and best practices.
- Apply problem solving skills.

Prerequisites

None

Textbook and Materials

- Starting Out with Java - Early Objects, 5th Edition, by Tony Gaddis, Publisher: Addison Wesley (ISBN-978-0-13-3777674-4)

You are responsible for storing and backup up your assignments. The use of network space, or other storage (Google Drive, Dropbox, Github, external media) are also reasonable. Lost data is not an appropriate excuse for late work and will not be accepted.

Online / CANVAS

The online learning management tool we will use is CANVAS. You can access CANVAS using your UWSP username and password at:

<http://www.uwsp.edu/canvas/>

CANVAS will be used for the following activities:

- Announcements
- Posting assignment instructions and files
- Student submission of assignments
- Posting scores and grades
- Downloading lecture notes, slides and other study materials.

Grading (approximation - percentages will change)

Please refer to the online course site for more accurate information.

- Assignments/Labs 50%
- Attendance 5%
- Quizzes 15%
- Exams (Mid/Final) 30%

The course will include a midterm exam as well as a final exam (cumulative).

Grading Scale

Final grades will be assigned according to the following scale:

A	93 - 100		C+	77 - 79.99
A-	90 - 92.99		C	73 - 76.99

B+	87 - 89.99		C-	65 - 72.99
B	83 - 86.99		D	60 - 64.99
B-	80 - 82.99		F	0 - 59.99

I reserve the right to use **lower** cutoff points depending on the overall performance of the class.

Re-grading

All scores of assignments, labs, quizzes and exams will be posted in CANVAS. After scores are posted, you have 5 days to request a review of your grade by contacting the instructor (office hours or email). Your grade will be final after 5 days.

Assignments, Labs & Deadlines

- Students are strongly encouraged to attend each class and actively participate in class discussions.
- In-class activities may not be made up or turned in after the end of class; unless you have the supporting documentation for your absence.
- Assignments will be posted on CANVAS. **It is your responsibility to check CANVAS on a regular basis for any changes.**
- Due dates for most weekly assignments, unless otherwise noted in CANVAS, is Sunday at 11:59 p.m. CST. Please refer to CANVAS for actual due dates of assignments as they may change. All due dates, unless otherwise noted, are at 11:59 p.m. CST on the day specified.
- Assignments will be graded based on the rubric associated with the assignment in CANVAS.
- Assignments that are turned in after the due date will be assessed a 10% penalty.
- Assignments submitted 7 days or more after the due date will receive a 20% deduction. **Late assignment penalties cannot be waived unless there is a case of illness or other substantial impediment beyond your control with proof in documentation from the school.**
- All late assignments for weeks 1-8 must be submitted by the mid-term exam.
- **Even if late, every homework assignment and project must be completed and turned in to pass the course.**
- No late submissions are allowed after the last day of class.

Office Hours Policy

Please visit during my posted office hours or send an Outlook meeting request / invitation. You are welcome to stop by my office at any other times to ask me a question provided that I am not busy or helping another student.

Academic Integrity / Dishonesty

The University cannot and will not tolerate any form of academic dishonesty by its students. This includes, but is not limited to cheating on examinations, plagiarism, or collusion. Any form of academic dishonesty may lead to an “F” grade for this course. You **MAY** help each other. However sharing files **IS** copying. Copying **IS** plagiarism.

- Students **MAY** discuss assignments with each other and may seek help from the instructor. However because assignments constitute a large percentage of your final grade, students must limit the amount of outside help they receive.

Students must **NOT** copy any part of another person’s work (this includes work found on the Internet) or break an assignment into a team project (unless directed to do so by the instructor).

If there is **ANY** doubt in your mind about the help given or received you should immediately consult with your instructor **BEFORE** submitting your assignment.

- Any student who submits an assignment, quiz or exam which is whole or part the work of another person and any student (enrolled in the course or not) who so assists another student will be prosecuted under Chapter UWSP 14 of the Rules of the Board of Regents of the University of Wisconsin system, Wisconsin Administrative Code.

Depending on the severity of the infraction, the consequences of such an act range from a verbal reprimand to an “F” in the course or expulsion from the University.

The University of Wisconsin - Stevens Point is an academic community of individuals committed to the pursuit of learning, the acquisition of knowledge, and the education of all who seek it. This course expects that all work turned in for a grade is your own, or that of your group.

A description of your rights and responsibilities, including Student Academic Standards and Disciplinary Procedures (UWS / UWSP Chapter 14) is available at:

www.uwsp.edu/dos/Documents/CommunityRights.pdf.

Emergency Preparedness

- In the event of a **medical emergency**, call 911 or use red emergency phone located in the hall. Offer assistance if trained and willing to do so. Guide emergency responders to the victim.
- In the event of a **tornado warning**, proceed to the lower level interior room without window exposure. See floor plans (www.uwsp.edu/rmgt/pages/em/procedures/other/floor-plans.aspx) showing severe weather shelters on campus. Avoid wide-span rooms and buildings.

- In the event of a **fire alarm**, evacuate the building in a calm manner. Meet at Lot R at a safe distance away from the building. Notify instructor or emergency command personnel of any missing individuals.
- **Active shooter** - Run / Escape, Hide, Fight. If trapped hide, lock doors, turn off lights, spread out and remain quiet. Follow instructions of emergency responders. See UW-Stevens Point Emergency Management Plan at www.uwsp.edu/rmgt for details on all emergency responses at UW-Stevens Point.

Students with Disabilities

If you require accommodation based on disability, please notify me by email or in person in my office during the first week of the semester to ensure that you are appropriately accommodated.

Tentative Course Outline

The following is a tentative course outline which is subject to change.

Week	Module / Topics
1	Introduction to Computers & Programming
2	Java Fundamentals (Part 1)
3	Java Fundamentals (Part 2), User Input & Data Type Conversion
4	Decision Structures: if / else - (Part 1)
5	Decision Structures switch/case - (Part 2), Exception Handling
6	Looping / Repetition
7	Arrays
8	<i>Midterm</i>
9	Classes and Objects (Part 1 - Static)
10	Classes and Objects (Part 2 - Instantiated)
11	Inheritance
12	File I/O, Exceptions
13	Recursion
14	Graphical User Interface (GUI) applications (Part 1)

15	Graphical User Interface (GUI) applications (Part 2)
16	<i>Final Exam</i>