CSUDH Computer Science Department
Introduction to Computer Science and Programming II
CSC 123, Section 01, 4 units

Syllabus

Instructor: Robert Manning
Phone: (310) 243-3398
E-Mail: csc123rm@yahoo.com
Office hours: Mon. 6:45pm – 7:45pm in class, or by appointment
Class Day/Time: MW 5:30pm – 6:45pm
Class Room: SAC 2102
Lab Room: SAC 2102
Lab Day/Time: Wednesdays 7-8:45pm
Prerequisite: CSC 121 with grade “C” or better.
Co-requisite: CSC123-02 (Lab)

The instructor reserves the right to adjust the examination, workload and schedule contained in this syllabus as necessary during the semester. You will be informed of any changes to this syllabus in class.

Required Textbook

Java Programming: From the Ground Up, by Ralph Bravaco and Shai Simonson

The text is absolutely essential; it is not an optional purchase. You don’t have to buy the text in the campus bookstore, but you will be expected to have the book and be reading it by the second week of instruction.

References

Guidance on Secure Software/Federal
(1) http://www.us-cert.gov/swa
(2) http://www.cert.org/work/software_assurance.html
(3) http://www.cert.org/secure-coding/
(5) Key Practices for Mitigating the Most Egregious Exploitable Software Weaknesses
And Software Security Testing
See https://buildsecurityin.us-cert.gov/swa/downloads/software_security_testing.pdf
See https://www.securecoding.cert.org/confluence/display/seccode/Top+10+Secure+Coding+Practices

Course Description

Continuation of CSC 121. Fundamental programming concepts using arrays, records, pointers, linked lists, trees and recursion. Good style, documentation and structure will be emphasized. Introduction to analysis of algorithms for efficiency and correctness. Introduction to Secure Coding concepts and Practices.

Reading Assignments

We will be covering the following chapters of the text. When a subject is discussed in class, you are expected to read the accompanying chapter of the book. Homework assignments will be taken from those chapters and assigned weekly. I expect to spend one or two class sessions discussing each chapter. Bring your questions to class to ask them, so everyone can have the benefit of the answer.

Chapter 9 Objects and Classes I
Chapter 10 Objects and Classes II
Chapter 11 Designing with Classes and Objects
Course Goals

By the end of this course, the student should:

- Have a more in-depth understanding of computer hardware and operating systems
- Be familiar with object oriented programming and know how to create OO programs
- Be able to create and use various iterative structures and control statements
- Have a more in-depth understanding of Boolean expressions
- Be able to construct more complex algorithms and evaluate their efficiency
- Be familiar with elementary data structures and algorithms used to access them
- Write more substantial programs using the Java programming language
- Understanding the goals and objectives of Secure Coding Practices and Procedures

Examination and Homework Requirements

Two midterm exams, a final exam, twelve homework assignments, and thirteen lab exercises will be required. Examinations will cover information contained in the text as well as information presented in class. The final exam will be comprehensive. Lab assignments will be short and relatively easy to complete, whereas homework assignments will be more complex.

Grading, Attendance, and Drop Policy

Completion of all assignments is required to pass the course. The weights of the various assignments and requirements toward your final grade are given below:

- 2 Midterm Exams 45% (22.5% per exam)
- 1 Final Exam 30%
- 12 Homework Assignments 12% (1% per weekly assignment)
- 13 Lab Assignments 13% (1% per lab assignment)

You are expected to attend all lectures and all labs, read and study the course text, and contribute to class discussions. Lack of attendance may affect your grade or your enrollment status in the course. Students who are absent on the first and second days of class may have their seats given to any students on the waiting list, and be administratively dropped from the class by the end of the second week (see University Regulations, under First Class Meeting).

Sufficient notice of examination dates is given in this syllabus, so that you may plan for them well in advance. There are no makeups for exams. Missed exams or assignments earn a grade of zero. If you are running late on an exam day, and you’re able to make it to class before anyone finishes their test, you may come in and take the exam. Students who are absent from the final exam will earn a grade of “WU” for the course. The following grading table will be used in computing your course grade:

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Important Dates

The last day to drop without a record of your enrollment in this class is Thursday February 10th 2011. The student must initiate all voluntary withdrawal procedures. Non-attendance does not constitute withdrawal and could result in an unauthorized incomplete (WU), which has the same effect as a grade of “F” on your GPA. Mark these dates on your calendars:

- President's Day: Mon Feb 21st – No class, campus open
- Spring Break: Mon Mar 28th through Sat Apr 2nd – No classes, campus open
- Wed May 11th: Last day of this class
- Final Exam: Wed May 19th 2011, 5:30pm - 7:30pm

Midterm Exam Schedule will be determined during class.

Homework Assignments

Homework assignments will be taken from exercises in the textbook. Selected exercises will be assigned once per week on Mondays, and must be turned in by the following Monday at the beginning of class to receive full credit. Homework turned in past the deadline will receive half graded credit. Programming assignments will be graded on whether they compile and run, produce correct output, and contain documentation (commented code).

Unless stated otherwise, all homework assignments are individual assignments and must be the student's own work. You may seek help with syntax errors or engage in general discussions with others concerning the concepts, but giving or receiving source code is considered cheating. The minimum penalty for cheating is a zero grade. You will be informed of the details of each assignment in class.

Assignments must be received by the instructor at the beginning of class on the due date. Homework assignments will not be accepted beyond the beginning of class! This is to prevent you from skipping a class session to finish a homework assignment. Please turn in all programming homework by email (other homework such as crossword puzzles may be turned in as hardcopies in class). Send plain text source code only, as an attachment with an appropriate file name. Do not send me any .class or .jar files.

Lab Assignments

Lab assignments are to be worked on and completed as a team of two students. You will choose lab partners at the beginning of the semester. It is preferred for you to keep the same partners for the remainder of the semester. If your partner is regularly absent or not performing, please inform the instructor so another partner can be chosen for you. Please choose a partner and make a creative name for your team (like Flying Dragon Software, Inc).

The goal for every lab assignment is to produce a working program, within the time period of the lab. Lab assignments will cover the current lecture material. Each student is responsible for procuring their own login to the campus computers. Please contact Ken Leyba (kleyba@csudh.edu) with any problems you may experience on your lab computer.

Labs are expected to be closed (that is, they should be completed before you leave). You should complete your assignment in the lab, demonstrate it for the instructor, then email the source code to the instructor. Every lab program must be demonstrated to the instructor prior to turning it in (failure to do so will result in a zero for that lab). Source code with program output must be emailed to the instructor for grading. Please make sure to put the names of both lab team members on each assignment! Lab assignments are each worth 1% of your course grade.

Academic Integrity

Academic integrity is of central importance in this and every other course at CSUDH. You are obliged to consult the appropriate sections of the University Catalog and obey all rules and regulations imposed by the University relevant to its lawful missions, processes, and functions. All work turned in by a student for a grade must be the students' own work. Plagiarism and cheating (e.g. stealing or copying the work of others and turning it in as your own) will not be tolerated, and will be dealt with according to University policy. The consequences for being caught plagiarizing or cheating range from a minimum of a zero grade for the work you plagiarized or cheated on, to being dropped from the course.

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**ADA Statement**

Students with disabilities, who believe they may need an academic adjustment in this class, are encouraged to contact the instructor as soon as possible to better ensure receipt of timely adjustments.