

CS 120: Computer Science II  
Marshall University, Fall 2006

**Contents**

<b>1</b>	<b>Course Catalog Description</b>	<b>2</b>
<b>2</b>	<b>Instructors' Information</b>	<b>2</b>
<b>3</b>	<b>Course Topics at a Glance</b>	<b>2</b>
<b>4</b>	<b>Instructional Materials</b>	<b>3</b>
<b>5</b>	<b>Course Assessment</b>	<b>3</b>
<b>6</b>	<b>Course Policies</b>	<b>3</b>
6.1	Attendance . . . . .	3
6.2	Academic Conduct . . . . .	4
6.3	Communication via WebCT Vista . . . . .	4
6.4	Late Homework . . . . .	5

## 1 Course Catalog Description

Object-oriented analysis and design, advanced programming with classes, arrays, strings, sorting, searching, I/O, GUI development, system life cycle and software development methodologies.

## 2 Instructors' Information

This is team-taught by professors Gudivada and Fuller. Contact information:

- Dr. V.N. Gudivada, Gullickson Hall Room 205A, Phone: 304-696-5452, Email: gudivada@marshall.edu.

Office hours: 12.00 Noon - 2.00 PM MWF. Other times by appointment.

- Prof. Joe Fuller, Gullickson Hall Room 205B, Phone: 304-696-6204, Email: fullerj@marshall.edu.

Office hours: 1.00 - 2.00 PM MWTh, 9.00 AM - 12.00 Noon Thursday, 10.00 AM - 12.00 Noon Friday.

## 3 Course Topics at a Glance

1. Interfaces and polymorphism
2. Inheritance
3. Exception handling
4. Event handling
5. Graphical user interfaces
6. Files and streams
7. Object-oriented design
8. Recursion
9. Sorting and searching
10. System life cycle and software development methodologies

## 4 Instructional Materials

**Required Textbook** Cay Horstman, *Java Concepts* (4<sup>th</sup> edition), ISBN: 0-471-69704-4, John Wiley, 2005.

**Additional Resources** Course notes and other handouts will be available on WebCT Vista (vista.marshall.edu). URLs for additional resources will also be listed on the Vista.

## 5 Course Assessment

The course assessment components include: written assignments (10%), programming projects (20%), three midterm exams (45%), and a final (25%). Maximum possible score is 100. Course grade is awarded based on the following scheme:

<i>Score</i>	<i>Letter Grade</i>
$\geq 90$	A
$\geq 80 \ \& \ < 90$	B
$\geq 70 \ \& \ < 80$	C
$\geq 60 \ \& \ < 70$	D
$< 60$	F

## 6 Course Policies

### 6.1 Attendance

Students are expected to attend all class sessions and participate in class activities. Students are required to take exams at the scheduled class period. Students may take an exam at a different time under one of the following conditions:

- They present a University Excused Absence
- They present a valid medical excuse
- Other extraordinary circumstance as determined by the instructor

## 6.2 Academic Conduct

Learning about programming is a hands-on activity, not something that you can pick up by just reading a book or listening to a lecture. It is important that you do the work yourself to gain this experience. To that end, you may discuss programming concepts and techniques with others, consult the web or other textbooks, or study code that is available from various sources but the work you submit must be your own. Here are some examples of appropriate and inappropriate conduct:

- You need to insert an IF statement in your program and you can't remember whether or not parentheses are required. You ask a friend who says, yes, they are required. This is *acceptable*.
- You're running late on an assignment and in order to hand a program in on time, you copy ten lines of code from a classmate. This is *NOT ACCEPTABLE* conduct by either student: you must neither directly copy code from someone else nor offer your code to another student or allow it to be copied.
- After struggling for some time, you do a search on the internet and find a snippet of code that you adapt to your problem and insert into your program. You comment your code to acknowledge the source. This is *acceptable*.
- After struggling for some time, you do a search on the internet and find a program that does exactly what you need. You submit it as your own work. This is *NOT ACCEPTABLE*.

It is your responsibility to satisfy the spirit of this conduct. If you have any questions, please ask one of the instructors for clarification. Depending on the severity of the offense, the instructors may:

- Take no action
- Penalize the student on the assignment in question
- Assign the student a failing grade in the course

## 6.3 Communication via WebCT Vista

It is important to visit WebCT Vista ([vista.marshall.edu](http://vista.marshall.edu)) for up-to-date information about the course. It hosts all the course materials including quizzes, handouts, lecture notes, and reading materials. Also, you will use the Vista for submitting your quizzes and programming projects.

## **6.4 Late Homework**

Assignments and programming problems will be assigned during the semester. They must be submitted by the due date. Assignments turned in after the due date will be worth, at most, 50% of the point value of the assignment.