MIS 7397: Object-Oriented Programming
Fall 2019 (Updated 10/16/19)

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Office Hours

To Be Arranged

Course Focus

This is an introduction to object-oriented programming that uses Java to help you understand. We will not cover many important aspects of the Java language. If you are interested in being a competent Java programmer, you should pursue these aspects on your own after you finish this class. For example, we will not cover Java applets (that can be used on the Web), windows-based forms, graphics, and formatting.

Required Textbook and Materials

- Farrell, Joyce Java Programming, 9th Edition, Course Technology, Inc., 2019, ISBN-13: 978-133739707-0.
Some explanations and clarifications associated with portions of the text can be found in the *Book Notes* document within the *Chapter Replacements, Additions, & Book Notes* section of Blackboard. These explanations and clarifications are **VERY IMPORTANT**. For example, these notes indicate sections and concepts for which you will **NOT** be held accountable (i.e., they won't be on any quiz or exam). You should print off the *Book Notes* and make changes to your text as soon as you can.
- **Student Files** that accompany this text can be found in the *Student Files* folder within the *Course Material* section in Blackboard.
- In the last weeks of the course we will be covering Sequential File Handling, Database, and Modularization concepts that are not included in the text and/or go beyond that included in the text. Information that you will need can be found in the *Sequential Files, Database,* and the *Modularization* folders that are in the *Chapter Replacements, Additions, & Book Notes* section in Blackboard.

Computer Hardware and Software

- PCs with the appropriate software are available in the Bauer Division of Technology labs. If you plan to work with your own computer, you should install Java and NetBeans from the web. Instructions for installing these software packages are contained in the document *Installing Software on your Laptop or PC* that can be found within the *General Course Information* section of Blackboard.
- Java code associated with the text is located in Blackboard; see **Student Files**, above.
- The most convenient way for you to store your data and move it to any of the Bauer Division of Technology PCs is to purchase a USB2 compatible flash drive. Note: when you use a flash drive, make sure that you remove it and take it with you when you are done. (To remove the disk, you should click on the Unplug or Eject hardware icon in the lower right side of your screen. It looks like a green arrow pointing left. Click on the USB mass storage device description in the small window that pops up. When the system indicates it is OK, you then can physically remove your flash drive from the computer.)

Course Evaluation

- Your **current grades** are posted in the *Grade Sheet* document in the *Course Syllabus, Grades, Old Quizzes & Exams* section of Blackboard.
- **Regular Credit**:
  o Exams. There are two exams that make up 50% of your final grade. The exams are weighted equally: Exam 1 = 25% & Exam 2 = 25%.
  o Quizzes. There are two quizzes that make up 35% of your final grade. Your quiz with the highest score has a weight of 20% and your quiz with the lowest score has a weight of 15%.
  o Daily Grades. Daily grades make up 15% of your final grade, and are determined in the following manner. You should buy about twenty-five **4x6 inch** index cards. On each card, enter your NAME and LAST 3 DIGITS of your student ID. At least 20 times (spread throughout the semester), your instructor will pose a question based on the lecture from the first half of class or the prior class. You will have approximately 5 minutes to write your answer down on a card and turn it in. You will not be able to use any materials (text, notes, neighbors, etc.) to help you answer the question. You will get zero, 1, 2, or 3 points based on the following.
    - Zero – The answer does not represent a good faith effort.
    - 1 – The answer represents a good faith effort, but is significantly wrong.
    - 2 – The answer is mostly right in terms, for example, of programming style, being able to pass a compile, having the appropriate functionality, etc.
    - 3 – The answer is correct e.g., in terms of style, compilation, functionality
  At the end of the semester, your Total Daily Grade is determined as follows.
    - Your Daily Grade points are added up and this sum is divided by 45.
    - If this proportion is greater than 1, then it is set equal to 1.
    - This proportion is then multiplied by 15, resulting in your Total Daily Grade.
  Thus, if you have 15 or more Daily Grades, all of which receive full credit (i.e., a 3), you will earn the full 15 points; if you have 20 Daily Grades, all of which receive a 2, you will earn 13.35 points; if you have 20 Daily Grades, all of which receive a 1, you will earn 6.6 points.
- **Median Adjustment**: If the median for an exam or quiz is less than 80, an adjustment will be made to achieve an 80 median. This adjustment does **NOT** apply to make-up exams or quizzes.
- **Rounding**: Your overall Class Grade (the weighted total of Exams, Quizzes, and Daily Grades) will be rounded up to the nearest whole number (when the value in the tenths place is equal to or greater than 0.5).
- **Final Grading Scale**
    A...........................90-100%   B.. ....80-89%   C...........................70-79%   D 60-69%

- **There is NO Extra Work or Credit**. At the end of the semester, there will be individuals who are very close to a higher grade, but who do not make the cutoff. We understand how frustrating this will be; however, in order to be fair to <u>all</u> students, there is **no** mechanism, such as extra work or extra credit, which those individuals can use to receive the higher grade. Please take this into consideration <u>and do your best</u> on exams, quizzes, and daily grades.

Class Attendance

Your attendance in class is not mandatory. However, <u>you</u> are responsible for all material covered in class. If you miss a class, it is **your** responsibility to find out what was covered by asking <u>other</u> students. (Ask more than one student to be sure that you understand everything covered in class.) If you miss a Daily Grade, there is no makeup of that Daily Grade.

Exams

- Exams are cumulative and are based on the text, assignments, and class discussions.
- Allowable Code: Many of you are familiar with Java of one sort or another, and will be able to solve quiz and exam problems using concepts and techniques that haven't been introduced by the assigned readings or lectures. However, we are interested in determining the value added by THIS class. Therefore, you will ONLY be given credit for work that employs concepts and techniques that have been introduced during lectures, assignments, or in the assigned text chapters.
- To each exam, bring:
    - your student ID card or driver's license (with a picture that looks like you and with the name that appears on the class roll),
    - number 2 pencils with good erasers,
    - a large (8½ x 11) **red** General Purpose NCS Pearson answer sheet,
    - **ONE** 8½ x 11 sheet of paper with notes on both sides.
    - A watch: YOU are responsible for keeping track of the time. Electronic devices, such as cell phones, cannot be used as a watch.
- **THE SCHEDULED TIME ALLOWED FOR THE EXAMS <u>INCLUDES</u> BUBBLING IN THE ANSWER SHEET. NO ADDITIONAL TIME WILL BE GIVEN. WHEN THE ALLOTTED TIME IS UP, THE EXAMS MUST BE CLOSED. ANSWERS ON THE ANSWER SHEET ARE CONSIDERED FINAL.**
- Exams will **NOT** be handed back nor will answers be posted on the web. Within two weeks of Exam 1 scores being posted, you may see your exam by visiting your instructor. You may see your Exam 2 scores by seeing your instructor during the first two weeks of the **next** semester. You may contest your exam grade **ONLY** during these two-week periods; you may not contest your exam grade after that time.

Quizzes

- Quizzes are cumulative and are based on the text, assignments, and class discussions.
- Allowable Code: Many of you are familiar with Java of one sort or another, and will be able to solve quiz and exam problems using concepts and techniques that haven't been introduced by the assigned readings or lectures. However, we are interested in determining the value added by THIS class. Therefore, you will ONLY be given credit for work that employs concepts and techniques that have been introduced during lectures, assignments, or in the assigned text chapters.
- To each quiz, bring:
    - Your student ID card or driver's license (with a picture that looks like you and with the name that appears on the class role)
    - Pencils with good erasers
    - **ONE** 8½ x 11 sheet of paper with notes on both sides.
    - A watch: YOU are responsible for keeping track of the time. Electronic devices, such as cell phones, cannot be used as a watch.
- Quizzes will be handed back and answers will be posted on Blackboard. You may contest your quiz grade by visiting your instructor **ONLY** within two weeks of the quiz answers being posted; you may not contest your quiz grade after that time.

Assignments (Chinese Proverb: I hear, I forget. I see, I forget. I do, I remember)

The best way to learn about a computer language is to actually use it. During this course, you will have assignments for every chapter. They are **not to be turned in and will not be graded**. However, past experience has shown that students who do not **properly** complete the assignments are **not likely to pass this course!** Though the assignments themselves will not be part of any lecture, feel free to raise any questions regarding assignments in class or during office hours. Your assignments and their answers can be found in the *Assignment Questions* and the *Assignment Answers* folders in the *Assignments* section of Blackboard. Do **NOT** look at the answers until you are sure that you have done everything correctly. **5 MINUTE RULE**: When you get stuck, work on getting "unstuck" for no more than 5 minutes, and then **ASK** someone (your professor, the ASA, your friend) for help in order to get unstuck. Then continue working on the assignment by yourself (until you get stuck again).

Class Announcements

Announcements, suggestions, etc. will be provided using the Blackboard announcement tool.   Check this at least twice per week.

Class Examples

Class lecture examples will often begin with code provided in the text. It is therefore important for you to bring your text to every class.

Increasing the Likelihood of Getting a Higher/Passing Grade

This is a relatively hard course. It would be very helpful for you to print off and follow the recommendations contained within the document titled *Java Survival Guide* within the *General Course Information* section of Blackboard.

Accommodations for Students with Disabilities

We would like to help students with disabilities achieve their highest potential in this class. To this end, in order to receive academic accommodations (e.g., for a quiz or exam), students must register with the Center for Students with Disabilities (CSD) (telephone 713-743-5400), and present approved accommodation documentation to your instructor in a timely manner (e.g., prior to the quiz or exam).

Professional Conduct and Academic Honesty

All students are expected to conform to the Bauer Code of Ethics and Professional Conduct. This code can be found at the following website: http://www.bauer.uh.edu/BCBE/BauerCode.htm . In addition, the University of Houston Academic Honesty Policy is strictly enforced by the C. T. Bauer College of Business. No violations of this policy will be tolerated in this course. A discussion of the policy is included in the University of Houston Student Handbook at the following website: http://publications.uh.edu/content.php?catoid=25&navoid=9055 Students are expected to be familiar with the Bauer Code and the University of Houston Academic Honesty Policy.

<div align="center">**Tentative Class Schedule**</div>

Date	Topic	Java Text	Assignments
August 20	• Creating a Program • Using Data	Chapter 1 Chapter 2	**S e e** **A s s I g n m e n t s** **F o l d e r**
27	• Using Methods • Using Classes	Chapter 3	
September 3	• Class Features • More on Classes & Methods	Chapter 4	
10	• Input & Decision Making • Special Operators	Chapter 5	
17	• **Quiz 1** • Looping	Chapter 6	
24	• Strings	Chapter 7	
October 1	• Arrays	Chapter 8	
8	• **Exam 1** • Inheritance	Chapter 10	
15	• Inheritance (Continued)		
22	• Advanced Inheritance	Chapter11	
29	• **Quiz 2** • Exception Handling	Chapter 12	
November 5	• Files	Chapter 13 Replacement Read through p. **548**.	
12	• Flowcharts • Sequential File Processing	See *Sequential Files* folder in Blackboard	
19	• Database Processing • Modularization	See *Database* folder in Blackboard See *Modularization* folder in Blackboard	
26	• Swing Components	Chapter 14	
Tuesday, December 10 6:00pm - 9:00pm	**Exam 2** **Meet in classroom**		

Note the

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Your grades (daily grades, quizzes, and exams) will not be posted without your authorization. If authorized, the posting will be by the last 3 digits of your Student (PeopleSoft) ID. No names will be shown. In the event you do not want your grades posted, you may request your grades in person during office hours.

By signing either "yes" or "no" below, I (the student) affirm that I have read the syllabus and understand the policies and requirements of this course.

We need a definite YES or NO answer:

YES - I want my grades posted   **NO** - I do NOT want my grades posted

_____   _____

Printed Name   Printed Name

_____   _____

Student ID Number   Student ID Number

_____   _____

Signature   Signature

_____   _____

Date   Date

Your Experience

Your programming background (e.g., languages with which you are familiar):

What you would like to get from this course (in addition to an A):