Fall 2007

CS 240: Computer Science I

Eric Maston
Wright State University - Main Campus

Computer Science I
Autumn 2007
Wright State University

September 6, 2007

Course Description

This is the initial course in the *Introduction to Computer Science* series. Beginning concepts and programming will be discussed and taught in this course. This course will use Java as the language of implementation.

Goals

There are several goals in CS 240:
1. Learn basic coding techniques and skills in Java.
2. Learning about Integrated Development Environments (IDE) such as Netbeans.
4. Learn how to develop simple to more complex software programs.
5. Have some fun!

Class Details

Lecturer: Eric Matson
Office: 336 Russ Engineering Center
Phone: 937-775-5108
Office Hours: Monday 4:30 - 6:00, Tuesday 1:00 - 2:00 at Russ 336 or by appt.
Email: eric.matson@wright.edu
Web: http://agents.cs.wright.edu **and** WebCT
Class: 2:15 pm - 3:30 pm TR Oelman 345
Text: (Required): Gaddis, Tony (2008). "Starting out with JAVA, 3e", Addison Wesley, ISBN 978-0-321-47927-3.
IDE: Netbeans

Prerequisites

For this class the official prerequisite is experience with algebra. There will be varying levels of experience with the students in this class. The class will be taught assuming no knowledge of programming and we will work from there. Please let me know the first lecture if you have concerns, and we can talk about your preparation.

Grading

Programming projects 400 pts. [4 @ 100 pts.]
Laboratory assignments 160 pts. [8 @ 20 pts.]
Mid-term examination 200 pts.
Final examination 300 pts.
TOTAL 1060 pts.

The base scale is: A: 90-100, B: 80-89, C: 70-79, D: 60-69, F: 0-59. This is the highest requirement that will be used. The scales may be lowered or revised if necessary. The instructor reserves the right to fail any student who does not a attain an overall passing grade (70%) in the programming projects and labs.

Policies and Notes

- Attendance: Attendance is not required, nor will it be taken after the first couple of lectures. If you are not a regular attendee, it will be your responsibility to seek out what material was covered in the lecture and learn it. Most of my exam questions will be taken directly from ideas covered during the lecture, so it greatly helps if you attend!
- I will utilize WebCT or my web page to post updates to the course, sample code, projects, announcements, schedule, etc. Get in the habit of checking it regularly.
- The prerequisites of the course are basic. If you are not confident in your skills or have concerns, then visit with me
- Always make back ups of all of you work. Never have just one copy of anything!
- If you are going to miss an exam, for any reason, discuss it with me in advance. If it is an emergency situation, please notify me as soon as possible.
- You can reach me a number of ways. Email is normally the best as I check it about 18 hours a day normally. You can also reach me by phone during the day at 775-5108. If you need human contact either stop in during my office hours, make an appointment, or just come by my office. If I am in and not on a deadline to get something else completed, I will normally try to help as much as possible.
- There are technologies we will use in this class that you may not already know, such as file transfer, command line, text editors, file systems, etc. We will cover some of these technologies as we go.

- The key to learning in this class will be spending time working through the problems. Dont wait until 2 hours before something is due to try to learn the concept and then write the program. This normally ends in a disaster! Stay up with the readings and try to work through some of the examples in the book.

Academic Misconduct

In this class, the only way to truly learn the concepts to is do the work yourself. I encourage working with other people on the course concepts. When you begin to write the program, complete and submit your own work.

Work that has obviously been copied or in the more extreme case, when the original authors name has not even been changed, both parties will receive a 0 grade for that assignment. Both parties will also be turned over to the Office of Judicial Affairs.

Schedule

(always subject to changes) Always have readings scheduled for that day complete prior to the class meeting

#	Date	Topic	Reading	
1	September 4	No Class	Chapter 1	No labs this week
2	September 6	Introduction	Chapter 2	
3	September 11	Basic design and control	Chapter 1.6, 3.1, 4.2	Lab 1(this week)
4	September 13	Representing information/Scoping	Chapter 2	
5	September 18	Introduction to methods	Chapter 5	Project 1, Lab 2
6	September 20	Methods		
7	September 25	Control Flow: Decisions	Chapter 3	Lab 3
8	September 27	Control Flow: Iteration	Chapter 4	
9	October 2	Programming Iteration		Project 2, Lab 4
10	October 4	Assignment and operators	Chapter 2	
11	October 9	Buffered I/O and files	Chapter 4	Lab 5
12	October 11	Midterm Examination		
13	October 16	Arrays	Chapter 8	Project 3, Lab 6
14	October 18	Arrays		
15	October 23	Objects as data		Lab 7
16	October 25	Objects and Arrays		
17	October 30	Using Objects, Wrappers, ArrayList	Chapter 9, 10	Project 4, Lab 8
18	November 1	Using object: StringBuilder	Chapter 10	
19	November 6	Using Objects: Hashes		NO LAB THIS WEEK
20	November 8	Review		
21	November 15	Final Exam		3:15 - 5:15 pm