

CSE 11 – Introduction to Java and Object Oriented Programming (Accelerated Pace)

Instructor: Dr. Philip Papadopoulos

Office Hours: M: 3- 4, SDSC 342E

Th: 11-12, Atkinson Hall 6308

F: 1-2pm Atkinson Hall 6308

OR By Appointment

email: ppapadopoulos@ucsd.edu. Please put [CSE11] in the subject line.

Lecture: MWF: 11:00 – 11:50 Pepper Canyon 109

Final: Tuesday 12/10/2013, 11:30 – 2:30PM Location TBA

Lab: CSE Basement Linux Laboratory

Homepage: www.sdsc.edu/~phil/cse11

TA: Harsha

Office Hours: Tu/Th: 3:45 – 5:45

F: 5-6pm

email: kharsha@ucsd.edu

Tutors:

There are 6 tutors/readers for this class. They each are assigned 6 hours/week in the lab.

Discussion Board:

We are using Piazza. See the class website to sign up.

Grading:

Programming/Homework Assignments – 30 %

Midterm I: 15 %

Midterm II: 20%

Final: 35% (Cumulative)

Your final class grade will likely be relative to overall class performance. There are, however “guaranteed” grades with the following cutoffs.

If your points in the class are

>= 90% , no lower than A-

>= 80% , no lower than B-

>= 70% , no lower than C-

Please Note: the A- cutoff may be lower than 90%, B- may be lower than 80%, and C- may lower than 70%. Also, C- is not the lowest grade I am willing to give.

To pass this class, you must earn at least 50% of the available points in the Homework/Programming Category (Do your Homework!)

If you are taking the class Pass/Not Pass, you must earn the equivalent of C- or better

No extra credit is available in this class. There will be bonus questions on the exams.

Policy on Copying/Cheating

Your programs and homework are to be **your own work**. Copying is not allowed. There are numerous resources you can use, including the professor, the TA and tutors to help you understand and debug your assignments. This class is about learning to program, and you cannot learn without actually coding, debugging, and sorting out the nuances of Java for yourself. Of course you may talk with your fellow students about your assignments, but do not simply copy code or download from the Internet.

Should copying/downloading be discovered, you will receive a zero on that particular assignment and appropriate action will be taken. *If there is more than one offense during the quarter, you will receive an F. No exceptions.*

How to succeed in this class

You cannot learn to program well without actually writing code. You will be writing code every week to learn about Java language syntax, abstraction, and the foundations of good code design. Part of this class is also to learn to read existing code. Here are some tips for being successful

- Start early on your programming assignments, even small errors can take time to debug and you often learn more from your mistakes. Time allows you to learn without worrying about your grade
- Pay attention to style and commenting guidelines. These aren't "stupid" or "useless". Really good code should be straightforward
- Read a chapter *before* it is covered in lecture.
- Try things. Writing a snippet of code and then seeing what happens is good way to understand what is really happening.
- Pay attention to detail. Small details can make big differences
- Everything covered in lecture, on homework, and programming assignments are fair game for exams. That means come to lecture. If you have to miss a lecture, have a buddy take notes.
- Take advantage of office hours. Really.
- Ask questions
- Plan your time. All dues dates are known on day 1 of this class. This means that the professor expects you to be able to manage your commitments to your other classes, jobs, extra-curricular activities and still do your work on time. No extensions will be given.

The reality of this course

Do not be lulled by first 5 weeks of this class. If you've programmed in Java, it will seem to be mostly review. The pace of the class and the book picks up in the second half of the quarter.

Program #7 (Due Monday of 10th week) is a two week assignment and is **worth double** of every other programming assignment. Every programming class has at least one assignment to challenge students. This is the one for your class. A small program/homework will be due Friday of 10th week

Calendar and Due Dates

Programs are Due at 11:00PM on the date specified

► NO LATE ASSIGNMENTS ARE ACCEPTED!!! ◀

(If you have a genuine issue talk to the professor before something is due)

CALENDAR:

Su	M	Tu	We	Th	Fr	Sa
Week 0	9/23				Intro. Chap 1	
Week 1	9/30 Ch. 2		Ch. 3		Ch. 4 PR#1 Due	
Week 2	10/7 Ch. 5		Ch. 6		Ch 6/7 PR #2 Due	
Week 3	10/14 Ch 7/8		Ch. 8		Ch. 9 PR #3 Due	
Week 4	10/21 Ch. 9		Midterm I		Ch. 10	
Week 5	10/28 Ch. 21		Ch. 11		Ch. 11 PR #4 Due	
Week 6	11/4 Ch 13		Ch 13/14		Ch. 14/15 PR #5 Due	
Week 7	11/11 Holiday No Class		Ch 15/16		Ch. 16 PR #6 Due	
Week 8	11/18 Midterm II		PR #7 Overview Ch. 17		Ch. 17/18	
Week 9	11/25 Ch. 18		Ch. 19	Holiday	Holiday No Class	
Week 10	12/2 PR#7 Due Ch. 20		Ch. 20/12		Ch 12 PR #8 Due	
Finals Week	12/10	Final 11:30 – 2:30				

The IMPORTANCE of Homework

For all of you where this is your first quarter in college, welcome to UCSD! This class has 2 hours and 30 minutes of lecture each week and 50 minutes of section. As a 4 unit-class, the *average* expectation of time spent is roughly 12 hours/week.

That's twelve solid hours of work, not twelve hours of Facebook. Where does the other time come in? Homework! What does that mean? MOST of your learning time is spent doing homework. That's right, MOST of your learning time. Homework and programming assignments are meant to both enhance what is covered in lecture and explore some new concepts. Lectures give you the foundation to approach your homework. Homework is where you solidify understanding.

Do your homework. Do it yourself and ask questions when you are either stuck or confused. It's OK to not understand, initially, what an assignment is about. Keep asking questions (Tutors, friends, TA, Professor, (even your parents)) to get to the point where you can do the homework yourself. There is no value to watching somebody else do your work for you (also known as copying).

Discussion Section

Recitation section is an additional place for you to ask questions, get help and acquire more skills. While attendance is not mandatory it is highly recommended. The TA will go over each of the programming solutions. The TA will also supply supplementary material, approximately covering the following topics/week.

Week 1: editing files with *vi*, compiling programs with *javac*, using *turnin*
Week 2: basic Unix skills. Making directories, navigating, copying files, renaming files
Week 3: Review for Midterm I
Week 4: unraveling compiler error messages.
Week 5: printing messages and simple debug techniques.
Week 6: more on java gui's and events
Week 7: Review for Midterm II
Week 8: Program #7 hints
Week 9: NO SECTION – Happy Thanksgiving!
Week 10: Supplementary Material on sorting and searching. Final Review

What are exams like?

Since so much of this class is programming, what are exams like? That's a fair question.

Exam format is without the aid of your computer (or cell phone or tablet or any other electronic device). The following types of questions are usual on exams

- Find and correct syntax errors in given code segments
- Describe what is output by a particular program, just by reading it
- True/False
- Definitions
- Write short code segments (with proper syntax).
- Questions about your programming assignments, e.g., what objects and methods were used and what did they mean.
- Questions about different methods to accomplish the same task (e.g. sorting a list of numbers)