

CS251L – Intermediate Programming
Fall 2010

Instructor	Derek Trumbo derek.trumbo@gmail.com Office Hours: WF 12-12:50p, FEC 321 Or By Appointment
Class Time & Location	MWF 11-11:50a, DSH 123
Section	001: Tues 12-12:50p, ESCP 109 002: Tues 3-3:50p, ESCP 109 003: Tues 11-11:50a, ESCP 110
Teaching Assistants	Joe Collard cs.unm.jcollard@gmail.com Office Hours: Tues 8-9a, 4-5p Jesse Lockwood skynet641@aol.com Office Hours: Tues 10:45-11:45a, Th 12-1p
Objective	An introduction to the methods underlying modern program development. Specific topics will include object-oriented design and the development of graphical user interfaces. Programming assignments will emphasize the use of objects implemented in standard libraries.
Prerequisite	151L or 152L
Textbook	The Java Programming Language, 4th ed. Ken Arnold, James Gosling, David Holmes ISBN: 0321349806
Grading Policy	Homework: 50% Midterm: 15% Final: 25% Section Participation: 10%
Class Web Page	We're using WebCT (http://vista.unm.edu) for: <ul style="list-style-type: none">• Syllabus• Discussion forums• Assignments (handouts & turn-ins)• Important announcements If you are enrolled in this class, you should also have an entry for the class if you log in to the WebCT website. Accounts are generated nightly. If you

registered today, try tomorrow! Note! You are responsible for keeping up with updates on the website.

Late Policy

Each student has a total of three (3) late days over the semester. One day constitutes 24 hours. I.e, if the assignment is due on Wednesday at noon, you can use one (1) late day and turn it in by noon on Thursday without penalty. Partial days (turning in on Wednesday night or at 12:01pm, instead of Thursday noon) still counts as one whole late day. You can choose how you want to distribute the late days over the semester. There are no penalties for using a late day. Note, late days are only valid for homeworks and assignments - Not exams. After you have used all your late days - each day past the due date that an assignment is turned in late we will deduct 20% of the assignment worth from your grade. I.e., if the assignment is worth 100% and you get a score of 85%, then your grade will be 65%. In other words, there's no point in turning in an assignment more than 5 days late if you have used all your late days already. You will not receive more late days once the ones you were assigned have been used. Please note that late days are not allowed for the last assignment of the semester.

Attendance

Please come to lecture every day and pay attention. Attendance in the labs is mandatory and makes up a part of your section participation grade.

Cheating Policy

The university has a strict policy on academic integrity as outlined in the student handbook. Faculty also has guidelines on how to handle these situations, see <http://handbook.unm.edu/D100.html>, which is part of the faculty handbook.

Your individual effort is required on all assignments unless otherwise noted. Some programming assignments may be defined as group work. For all individual assignments the solutions turned in must be your own original work. You are allowed to talk about these assignments with your peers, but keep the discussion on a high level (in labs or on the online discussion forums). Be aware that we will be checking all your solutions for similarities to other student's solutions. Violations to the academic integrity will be dealt with in a strict manner. In the end, cheating does not benefit anyone! If you have any doubts about if something is considered cheating or not, it is your responsibility to clear it with your instructor in advance.

Topics

CS 152 Repetition
Objects Introduction
Methods
Inheritance
Interfaces/Polymorphism
Dynamic Data Structures
Maps/Sets
GUI's Introduction