

# Course Overview & Chapter 1

## A few things first...

- **Hand-out syllabus**
- **Brief introductions**
- **Course Objectives**
  - Development of problem solving skills
  - Learning basics of Java programming language
  - Learning general programming skills
  - Learning a modern integrated development environment
- **Textbook: Java Concepts, 5e, Cay Horstmann**

## Pre-requisites

- **No prior programming experience is necessary**
- **Computer savvy (file management, text editing)**
- **Problem solving skills**
  - Programs: recipes for directing a computer to solve a problem
  - Pre-req for program: programmer must know how to solve the problem
- **MATH2225 or MATH2215 (or either concurrently)**
  - Possible exceptions (e.g., if you discussed taking it with your MATH or CSIS preceptor, or me)

## Other Requirements

- **Either a USB flash drive or a Zip disk**
  - Have one or the other with you on Thursdays (meeting in the lab)
- **An account on loki**
  - Need this for access to WebCT
  - Visit computer services if you don't have one
  - Visit computer services if you've forgotten your logon id or password
  - <http://webct.stockton.edu:2083/>

## Grading

- **Exam 1: 15%**
- **Exam 2: 15%**
- **Exam 3: 15%**
- **Quizzes: 10%**
- **Programming & other homework and lab assignments: 40%**
- **Participation: 5%**
- **Scale:**
  - 90+ A
  - 80+ at least a B
  - 70+ at least a C
  - 60+ at least a D
- **These ranges can be adjusted downward to account for harder than anticipated exams, etc**
- **+ and – may be used at the extreme top of each range**

## Exams

- **Exam 1: from day 1 to exam day**
- **Exam 2: post-exam1 to exam2**
  - By the nature of the material, pre-exam1 material may be indirectly tested
  - i.e., everything builds on what came before
- **Exam 3: post-exam2 to exam 3**
- **Make-up exams:**
  - Except for rare circumstances, there won't be any
  - Exception: If you miss an exam with appropriate excuse (e.g., documented medical reason),
  - No acceptable excuse => grade of 0 for missed exam

## Exams

- **Closed Book**
- **You are allowed to have 1 sheet (8.5" X 11") of notes for each of the 3 exams**

## Quizzes

- **Approximately 7-12 quizzes**
- **Combine for 10% of your grade**
- **Unannounced**
  - To encourage keeping up with the material
- **No make-up quizzes**
  - Won't be penalized if you have a documented medical excuse for missing a quiz
- **50% of your grade on any given quiz comes simply by putting your name on it**

## Programming Assignments

- **Can work in teams of 2**
  - For most (if not all) programming assignments
  - Both receive same grade
  - Can work individually if you prefer
- **Most (if not all) will be begun during a lab period**
- **Lateness:**
  - Penalty of half the assignment grade if late
  - Not accepted more than 1 week late

## How To and Not To Work in a Team of 2

- **How To Tips:**
  1. Sit down together and work through programming assignment.
  2. For larger assignments, divide up work. Then explain what you did to each other to catch possible mistakes.
  3. Use each other's strengths
- **How Not To Tips**
  1. Don't take turns doing assignments
  2. Don't work in teams larger than 2 unless I designate it for that particular assignment
  3. Don't share code with other teams. I want every team to write their own programs.
    - You can discuss possible solutions or places where you've gotten stuck.

## Options for Extra Assistance

- **Option 1: Use my office hours**
- **Option 2: Drop by my office at other times**
  - If I'm there, I'd be glad to help
  - Ideally, call first to avoid disappointment if I'm not there
- **Option 3: The Math Tutoring Center (J108)**
  - Students available for tutoring for CSIS2101
  - It's free (CSIS program hired tutors through an NSF grant)
- **Option 4: Form study groups**
  - Allowing teams of 2 for programming assignments is meant to hopefully encourage this

## Academic Honesty

- **Familiarize yourself with Stockton's policy**

## Tools we will be using

- **Java JDK 6.0 (it's installed in all of the labs)**
  - The Java webpage at Sun: <http://java.sun.com/>
    - Many useful resources here.
  - The download page: <http://java.sun.com/javase/downloads/index.jsp>
    - You want the JDK 6.0 version.
    - Don't download the NetBeans edition.
- **BlueJ (<http://www.bluej.org>) (in all of the labs)**
  - A free integrated development environment for Java
  - <http://www.bluej.org/download/download.html>

## Onto Chapter 1....

## Chapter 1 Goals

- To understand the activity of programming
- To learn about the architecture of computers
- To learn about machine code and high level programming languages
- To become familiar with your computing environment and your compiler
- To compile and run your first Java program
- To recognize syntax and logic errors

## What Is Programming?

- **Computers are programmed to perform tasks**
- **Different tasks = different programs**
- **Program**
  - Sequence of basic operations executed in succession
  - Contains instruction sequences for all tasks it can execute
- **Sophisticated programs require teams of highly skilled programmers and other professionals**

## The ENIAC

