

## Professor

**Dr. Scott Robertson**

**Office:** POST 306C

**Office Hours:** Tuesday, 12:00pm-2:00pm

**E-mail:** scott.robertson@hawaii.edu

**Tel:** 956-2023

## Meetings

**Lecture:** BILGER 150, Tuesday and Thursday, 03:00pm-04:15pm

**Labs:** POST 318A, **001** TR 4:30-5:45, **002** TR 6:00-7:15  
POST 319, **003** WF 4:30-5:45, **004** WF 6:00-7:15

## Textbook



Lewis, J. & Loftus, W.M. (2007). *JAVA Software Solutions: Foundations of Program Design*. Fifth Edition. New York: Addison Wesley.

## Learning Objectives

By the end of the course, students should:

- Realize that computer science is about much more than just programming, and appreciate the breadth of computer science as a discipline.
- Be able to conceptualize computer science as being rooted in algorithms.
- Be able to write and understand algorithms that employ the basic constructs of modern computer languages, including variables, arrays, conditionals, and iteration.
- Be able to take a specification of a moderately difficult problem, model the problem in terms of objects, and transform the model into a working object-oriented program that solves the problem.

## Grading

45% Labs (cumulative average)

15% Exam 1

15% Exam 2 (cumulative)

25% Final Exam (cumulative)

1% Penalty for missing class

>89=A, 80-89=B, 70-79=C, 60-69=D, <60=F

## Cheating

Cheating in lab or on exams will result in a grade of F for the course. No exceptions.

<b>Date</b>	<b>Topic</b>	<b>Reading (Chapters)</b>
08/25,27	What is programming? Procedural and Object-Oriented Programming	1
09/01,03	Variables, data types, Assignment, expressions	2.1-2.5
09/08,10	Input and output (Scanner) Flow of control and conditionals	2.6 5.1-5.4
09/15,17	Comparing data, iteration Intro. to Classes and Objects	5.4-5.8 3.1-3.6
09/22,24	Simple methods, Exception handling Software development and testing	4.4, 10.1-10.3 6.9
09/29,10/01	Review for Exam 1 Exam 1	
10/06,08	Exam 1 Discussion, Loops Loops and conditions, Nested loops	5.1-5.8 5.1-5.8
10/13,15	Arrays Intro. To Classes and Objects	7.1-7.7 3.7-3.8
10/20,22	Writing Classes and Creating Objects Object Oriented Design	4.1-4.5 6.1-6.5
10/27,29	Graphical User Interfaces (GUIs) Checkboxes, Radio Buttons, Layout Managers	3.9-3.11,4.7-4.13 6.10-6.13
11/03,05	ArrayList Review for Exam 2	7.7
11/10,12	Exam 2 Exam 2 discussion, File I/O	10.6
11/17,19	Mouse and key events Inheritance	7.9, 7.10 8
11/24 11/26	Polymorphism <b>Thanksgiving</b>	12
12/01,03	Sorting and Searching, Data Structures Recursion	9, 9.8, 9.10 11.1-11.3
02/08-12/10	Applets and JavaScript Jobs and Careers in Information and Computer Science Review for the Final Exam	
<b>12/15</b>	<b>Finals Week</b>	