CS410P/CS510 Course Syllabus
Winter 2023

Goal: To learn about the Java™ programming platform and to have fun doing it.

Methodology

• Online lectures, in-class discussions, demonstrations, and pair/mob programming
• Motivating examples
• Multi-phase project
• Quizzes and exams

Topics to be covered

• Java language syntax
• Object-oriented design and programming
• The standard Java class libraries: utility classes, I/O facilities
• Unit testing Java programs, test-driven development, and building Java projects
• Fundamentals of web application development
• Dependency Injection design pattern and testing with mocks
• Small Device User Interface development with Android

Grading policies

• Multi-phase project (and Java koans) built up over entire term (60%)
• Eight quizzes (with lowest grade dropped) worth 3% each (21%)
  – Quizzes are given online using Canvas: https://canvas.pdx.edu
• Experience with (and reflections on) pair programming and mob programming sessions, worth 3.5% each
  – There will be two opportunities to pair program and another two opportunities to mob program. You must attend one pair and one mob programming session.
  – Each of you will reflect on your experiences via a D2L quiz
• Final exam worth 12%
• Two late days on project submission can be used at your discretion. One project may be resubmitted for regrading\(^1\) within one week of the original grading. No other late work will be accepted.
• My policy is to grade on a curve, but there’s usually not much of a curve. It’s also possible that the curve may result in grades lower than the standard grading scheme.
• The content and grading policies for the graduate and undergraduate sections of the course are the same. However, each section will be graded on its own curve.

\(^1\)The idea behind the one resubmitted project is to prevent you from being penalized for a silly mistake.
DO NOT CHEAT!

- We will catch you. If you cheat, you will receive an F in the course and I will refer you to the department for further action.
- We use Moss (http://theory.stanford.edu/~aiken/moss) to detect plagiarism. It is very, very good.
- Even though the quizzes are administered online, you may not consult any online resources (Google, API docs, Stack Overflow, etc.) or any other materials (textbook, lecture notes, etc.) when taking the quizzes.
- The department says “it is cheating to submit for credit work that you did not create or allow your work to be submitted as the work of another student.”
- My policy is: “Talk all you want, draw all of the pictures you want, but do not under any circumstances look at another student’s code for your individual projects.” Never commit your code to a public GitHub repository or other public forum!
  - Some work in this class (pair and mob programming) is explicitly collaborative, everything else is individual work. If you have a question or concern, ask it!
- PSU’s statement on academic misconduct can be found here: https://www.pdx.edu/dos/academic-misconduct

Miscellany

- I will make the lecture notes and associated screencasts available on the web site. I expect you to reviewed them before class and have access to them during class.
- Don’t wait until the last minute to start the projects.
- Document your code as you write it: If you can say it in English, you can say it in Java!
- There’s no shame in asking questions, nor is there any shame in asking for help when you don’t understand something.
- Remember that this is a senior-level course. If you’re taking other courses with a heavy workload (e.g. operating systems or compilers), you might want to reevaluate your schedule.
- Work through the code examples: go home and play with them, that’s what they’re there for
- My office hours are held the hour before class on Zoom.
- We’re going to use Slack for real-time communication. There’s an invitation link to the course’s Slack group (which is different from the general PSU CS Slack) on the course homepage on Canvas.
- You can also get in touch with me via email: whitlock@cs.pdx.edu
  - Note that there is another David Whitlock associated with Portland State!
  - That person’s email is whitlock@pdx.edu
  - My PSU email is whitlocd@pdx.edu
- Emails from the Grader have been known to be marked as spam. Please check your “junk” folder for communication about your project grades.
- The class web page is: http://www.cs.pdx.edu/~whitlock It is the authoritative source for information about the course.
- Be sure to run the survey.sh script before submitting any projects:
  https://github.com/DavidWhitlock/PortlandStateJavaGettingStarted/survey.sh

The survey lets me know who you are and gives me enough information so I can enter your grades. Note that you only need to run the survey.sh script once.