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

Methodology

- Online lectures, in-class discussion, and pair work
- 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
- Developing web applications
- Dependency Injection
- Rich Internet Applications with Google Web Toolkit

Grading policies

- Multi-phase project (and Java koans) built up over entire term (60%)
- Eight quizzes (with lowest grade dropped) worth 4% each (28%)
  - Quizzes are given online using D2L: https://d2l.pdx.edu
  - Two of the quizzes are surveys which are in a different section of D2L
- Final exam worth 12%
- Two late days on project submission can be used at your discretion. One project may be resubmitted for regrading 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 usual 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.

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.
- 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.”
Miscellany

• I will make the lecture notes available on the web site. I expect you to have them with you in 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 at the Hot Lips Pizza on 6th Ave.
• I use Google+ to communicate and collaborate with the class. We can have video chat office hours. On Google, I’m david.m.whitlock.
  – We’ll use the “CS410J/CS510J Summer 2017” Google Community
  – https://plus.google.com/u/0/communities/115849650933710647676
• You can also get in touch with me via email: whitlock@cs.pdx.edu
• The class web page is: http://www.cs.pdx.edu/~whitlock
• Take the CS410J survey before submitting any projects:

  $ java -cp /u/whitlock/jars/grader.jar edu.pdx.cs410J.grader.Survey

  The survey lets me know who you are and gives me enough information so I can enter your grades.