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 regrading¹ 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 2018’ Google Community
    - https://plus.google.com/u/0/communities/116214334198068076710
- 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.

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