

## CS 230 Intermediate Programming Using Java Fall 2009

**Class Number:** 10427 (4 credit units)  
**Room:** 1705  
**Lecture/Lab TTh 6:30pm-9:30pm**

**Instructor:** Rick Castrapel  
**Phone:** (760) 355-6505  
**Office:** Room 3201C  
**Email:** [rick.castrapel@imperial.edu](mailto:rick.castrapel@imperial.edu)  
**Web Site:** <http://www.imperial.edu/rick.castrapel>  
**Textbook:** Introduction to Java Programming Brief Version  
 7th Ed., Liang, Pearson/Prentice Hall 2009  
**Office Hours:** MW 10:30-11:30am; TTh 12-1pm; T 5:30-6:30pm  
 or by appointment



<b>Description:</b>	This course provides an intermediate treatment of object-oriented programming using the Java programming language. Topics included (but not limited to) in this course are abstract classes, inheritance, polymorphism, interfaces, graphical user interfaces (GUI), graphics, event-driven programming, exception handling, file input, file output, and applets. Emphasis is on learning through hands-on programming exercises.
<b>Student Learning Outcomes:</b>	<ol style="list-style-type: none"> <li>1. Understand Objects and Classes, and their implementations in the Java language.</li> <li>2. Understand Strings and Text IO, and their implementations in the Java language.</li> <li>3. Understand Inheritance, Polymorphism, Abstract Classes and Interfaces, and their implementations in the Java language.</li> <li>4. Write a complete Java program that declares listener classes and inner classes, registers listener objects, and correctly deals with ActionEvent, MouseEvent, and KeyEvent.</li> </ol>
<b>Prerequisites:</b>	CS 220 – Beginning Object Oriented Programming in Java
<b>Cell Phones:</b>	Keep cell phones turned off during class and labs.
<b>Keeping Up:</b>	Don't let yourself fall behind. If you feel you are slipping, <b>SEE ME</b> . This is <b>urgent</b> . It is my goal and that of the Imperial Valley College Science Division that you succeed.
<b>Lab:</b>	Classes and labs will take place in the Computer Science Lab room 1705.
<b>Dropping:</b>	You may be dropped from this class if you miss the first day or if you miss three or more class sessions total. The last day to drop this class is Nov 13. After that date, I must give you a letter grade. It is your responsibility to drop, not mine.
<b>DSP&amp;S:</b>	Any student with a documented disability who may need educational accommodations should notify the Disabled Student Programs and Services (DSP&S) office as soon as possible. Room 2117 Health Sciences Building (760) 355-6312.
<b>Grading:</b>	There will be 1 midterm test, worth 100 points. There will be a comprehensive final exam worth 100 points. Programming assignments will be given throughout the semester and are worth 200 points total. Programming assignments will be graded 20% on style and documentation and 80% on correctness.

### Grading Policy

Midterm Test	100 points
Programming Assignments	200 points
Final Exam	100 points
<b>Total</b>	<b>400 points</b>

### Grading Scale

90-100 %	A
80-89%	B
70-79%	C
60-69 %	D
< 60 %	F

**Academic Integrity** is assumed and necessary. You will be treated as an adult professional and will be expected to behave accordingly. You must follow the Computer Sciences Code of Conduct. Programming assignments must be done individually. Failure to do so will result in a violation of the Academic Honor Code. The following cases will be considered as violations: identical code, and extremely similar code. Violations will be reported to the Office of Vice President of Student Services. Disruptive students will be required to leave the class for the day. Continued disruptive behavior, cheating, plagiarism or deliberate unsafe computer use may result in severe academic penalty. See the college bulletin for details.

## CS 230 Fall 2009 Tentative Schedule

Date	Text	Event	Topic
08/25/09	Ch 7	<b>Course Introduction</b>	Objects and Classes
08/27/09			
09/01/09			
09/03/09			
09/08/09	Ch 8		Strings and Text I/O
09/10/09			
09/15/09			
09/17/09	Ch 9		Thinking in Objects
09/22/09			
09/24/09	Ch 10		Inheritance and Polymorphism
09/29/09			
10/01/09	Ch 11		Abstract Classes and Interfaces
10/06/09			
10/08/09	Ch 12		Object Oriented Design
10/13/09			
10/15/09		<b>Midterm Exam</b>	<b>Chapters 7-12</b>
10/20/09	Ch 20		Recursion
10/22/09	Handouts		Linked Lists
10/27/09	Handouts		Binary Trees
10/29/09	Ch 13		GUI Basics
11/03/09	Ch 14		Graphics
11/05/09			
11/10/09	Ch 15		Event-Driven Programming
11/12/09			
11/17/09	Ch 16		Creating User Interfaces
11/19/09			
11/24/09	Ch 17		Applets and Multimedia
11/26/09			
12/01/09	Ch 18		Exception Handling
12/03/09			
12/08/09		<b>Final Exam</b>	<b>Comprehensive Final</b>