Course Goals

We will continue with the introduction to Engineering Problem Solving (EPS) started in Computer Science 1 using Java. You will learn how to design a solution to a problem by reusing existing components, and by creating new components using inheritance. Other topics are: exception handling, files/streams, recursion, sorting and searching, and trees. Programming assignments - labs and projects - are an integral part of the course.
Texts

An Introduction to Object Oriented Programming with Java, 2nd Edition by C. Thomas Wu

Data Structures and Other Objects Using Java by Michael Main


Assorted documents produced by the faculty of the Department of Computer Science.
Grading Policy

The course consists of the activities shown below, which are weighted as indicated to compute the final grade:

<table>
<thead>
<tr>
<th>Component</th>
<th>Weight</th>
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<tbody>
<tr>
<td>Exams</td>
<td>30%</td>
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<tr>
<td>Final</td>
<td>30%</td>
</tr>
<tr>
<td>Labs</td>
<td>20%</td>
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<tr>
<td>Projects</td>
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The projects are an integral part of this course, and the experience you gain from them is valuable. You must submit a solution, even if incomplete, for each project; your solution must compile without errors, and meet the minimum reasonable effort requirement as defined for that project or else you will automatically receive an F in the course.

Please note that if you have questions about the grading of any exam or project or lab, you must bring it to your instructor's attention within one (1) week after the graded material (in class for exams and projects; through e-mail for labs) has been handed back. After that time, your right to appeal will have expired and no grade adjustments will be considered!
Course Format

There are three hours of lecture and two hours of lab each week. You must register for one section of the lecture and one section of the lab.

Lectures are held in the classrooms shown on your schedule. You are expected to attend all lectures; attendance records will be kept. Labs are held in one of the Instructional Computing Laboratories (ICL's) in the Ross Building (Building 10), and should also be on your schedule.
Laboratories

There are ten scheduled laboratory sessions, one per week. Labs start the first week of the quarter. It is vital that you read each lab writeup (on the web) before coming to lab, and do all the indicated pre-lab activities, so you will be ready to go when lab begins.

You will have nearly a week to complete each lab. Labs are due at the end of the day two days prior to your next scheduled lab session (e.g. students who have their lab on Thursday, must submit their work before the end of the following Tuesday). Depending on when finals start, you may have less than the usual amount of time to complete the last lab of the quarter.

While submissions are still being accepted, you may revise your work and submit as many times as you want, without penalty.

Labs are worth 30 points each. Your lab grade for the course will be computed as an average of the highest 9 lab grades (in other words we will drop the lowest lab). A zero given for cheating will NOT be dropped. There are no makeup on labs or parts of labs which you miss, nor are late submissions accepted.
Projects

Programming projects are a new activity for this and subsequent courses. They are larger problems for you to solve outside of lab or lecture time. There will be two projects for this course, both of which will be done individually, not in teams. For each project you will have approximately four weeks in which to complete the work; there may be a series of mini-deadlines to meet during that period. There will be one or more submission targets to match these deadlines; the project handout will specify the details. The project handout will also clearly indicate project due dates, and whether projects may be submitted late, with substantial penalty. The projects are coordinated and graded by your lecture instructor.

Projects take longer to do than laboratory assignments. They require longer term scheduling and technical planning. Do not wait until the last minute to begin projects or to begin submitting project solutions! An all too common scenario is that a student will finish the code "in the nick of time" but not be able to submit on time because any other students are in the exact same situation, so the systems are incredibly sluggish. We must reiterate an important point. As described under Grading Policy, you must submit a solution for each project which compiles without errors and meets the minimum reasonable effort requirement, or else you will automatically fail the course. Note: in order to get a better grade on a project you must submit code to multiple targets - not just the target for minimum reasonable effort.
Exams

There will be two exams given during the quarter. Each exam will be fifty minutes long. Both exams are weighted equally with each other.

You are expected to take exams during the scheduled period.

If you miss an exam and did not make prior arrangements for a makeup, you will receive a zero for it.
Final Exam

A common final exam will be given to all sections at the same time during the regularly scheduled final exam period. You must take the final exam at the time scheduled for your section; finals are not given early, nor will there be any makeup exam. The final will be comprehensive and will cover material from the entire course, including lecture, lab and assigned readings in the text books.

RIT recently announced new policies regarding final examinations. Of direct relevance here are two cases: (1) a conflict in which a student is scheduled for two final exams at the same time and (2) a situation in which a student is scheduled for three or more final exams on the same day. In both cases, if a student desires an adjustment of their final exam schedule, they must submit a written request for rescheduling, by the last day of the sixth week of classes, to the head of their home department, with a copy of the request given to the instructor being asked to provide the rescheduled final exam.
Academic Honesty

You may help each other freely to complete labs, as the purpose of the labs is to increase your understanding. However, this does not mean that someone else can do your lab for you. Any lab you submit must contain a significant intellectual contribution by you.

The corollary is that you may not do someone else's work for them either. A willing supplier of the material is as guilty of academic dishonesty as the receiver.

Any help you receive from someone must be acknowledged in the work submitted. Failure to acknowledge the source of a significant idea or approach is considered plagiarism and not allowed.

The rules regarding helping each other on projects may be different from the ones specified here for labs. The rules will be stated in the handout for each project.

Those who behave in a dishonest or unethical manner in computer science courses, or in their dealings with the Computer Science Department, are subject to disciplinary action. In particular, dishonest or unethical behavior in the execution of assigned work in a computer science course will be treated as follows:
Schedule

The weekly schedule is available on the web. It reflects our best estimate of the timing of the topics covered in this course. Any changes to this schedule will be announced in advance by your lecture or lab instructor, or via e-mail.
Getting Help
  Instructors
  Teaching Assistants
  Student Lab Instructors
  Lab Assistants