

SYLLABUS

Fall, 2024

CSC 110 Software Design and Programming I

4.0 cr. DII

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Office: MH 208B
Hours: M (1-4pm)
WF (8-9am)

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Section	Time	Room	Final Exam
02	W & F 10:50am-12:05pm	MH 210	December 17, Tuesday 11:00am-1:00pm MH 210
L22	W & F 12:15-1:30pm	MH 210	
Office Hours (MH208B)		Monday (1-4pm); Wednesday & Friday (8-9am)	

Catalog description:

This course introduces a set of fundamental design principles and problem-solving techniques for the development of computer algorithms and their implementation as programs. Problem solutions are developed with the help of an appropriate modeling language and then coded in an object-oriented programming language. (Consult the Computer Science Department for the languages and tools currently in use.) Topics such as problem specification, object-oriented analysis and design, standard data types, control structures, methods and parameter passing, and design for reuse are presented through a study of specific example problems and solutions. Style, documentation, solution robustness, and conformance with specifications are emphasized throughout. This course is intended for students majoring or minoring in Computer Science. Three lecture hours and three hours of scheduled laboratory per week plus extensive programming work outside of class.

Prerequisites: High school algebra I & II, plus experience with a window-based operating system and the use of email and a word processor. Not available to students who have received credit for ITE 210. Limited to Computer Science majors and minors or permission of the Department Chairperson.

Course Goals:

The purpose of this course is to develop students' understanding of a coherent set of tools and techniques for creating computer solutions to simple problems in data manipulation. Upon completion of the course, a student should be able to do the following:

- CG01: analyze a problem statement for completeness and clarity;
- CG02: use the methodology of object-oriented design to develop class designs (data descriptions and methods) for a problem solution;
- CG03: convert this solution into source code in the designated high-level programming language in accordance with a well-defined set of style rules;
- CG04: debug and test the program;
- CG05: provide clear documentation for the result.

Course Objectives:

Upon successful completion of the course, a student will have:

- CO01: demonstrated knowledge of the syntax elements of an object-oriented programming language;
- CO02: gained experience in analyzing problem statements for completeness and consistency;
- CO03: practiced standard techniques of problem analysis;
- CO04: applied the fundamentals of object-oriented design methodology;
- CO05: learned and utilized simple techniques for validation and verification of programs;
- CO06: created full documentation for several completed projects.

Course Topics:

A detailed topics list and a general course bibliography can be found on the Computer Science Department website at <http://cs.salemstate.edu/courses/course-information-documents> and select “CSC 110 Software Design and Programming I” to access a PDF document.

Text:

(Required) Java How to Program: Early Objects, 11th Edition, by Deitel & Deitel. Prentice-Hall, 2017 (ISBN: 978-0-13-474335-6).

Course Materials & Software:

Thumb (flash) drive, 64 GB minimum or online storage (for saving your projects and coursework) in addition to your personal computer/laptop (Windows, MacBook, or Linux machines).

Download the JDK (i.e., Java Development Kit) at <https://www.oracle.com/java/technologies/downloads/>. Get JDK17 or above and install it on your computer. You may use your preferred IDE for working on Java programming assignments, but the IDE is *not* required.

You will need to use Microsoft Word or similar software packages to complete some assignments.

It is expected that you work on your laptop for the lab/coding exercises during the lab hours. If you need technical help regarding your computer configuration or setup issues including software installation, please contact Information Technology Service (ITS) (at <https://www.salemstate.edu/offices-and-services/information-technology-services>).

Additional references:

- Course teaching materials: http://weblab.salemstate.edu/~byi/CSC201J_202J_Deitels/index.html
 - This website is password-protected and ask the instructor for the password (or log into Canvas for it).
- Course online system (Canvas): <https://elearning.salemstate.edu/>.
 - Access to this site via the username and password given/assigned by SSU.

Class/Lab Attendance:

Regular attendance in both class and lab sessions is mandatory and contributes significantly to your final grade. Lab exercises will be evaluated and graded during designated lab periods, with *no* exceptions for late submissions. Certain tests will be administered during class or lab hours.

Class and lab time will be allocated for a variety of activities, including detailed explanation of the course topics, comprehensive review of course material, in-depth exploration of Java implementation details beyond textbook coverage, practical application exercises, troubleshooting project-related issues, test preparation and administration, and assessment of assignments and homework.

Lectures will commence promptly at the scheduled time, and students are expected to arrive on time. All course content, including assignments, grades, and announcements, will be accessible through Salem State University’s online course management system, Canvas (<https://elearning.salemstate.edu/>). Students must use their **SSU Navigator credentials** to access Canvas and ensure their SSU email address is current for communication with the instructor.

It is the student's responsibility to complete all course requirements and stay informed about course content, regardless of attendance.

Student-Instructor Communication:

For the most effective assistance with course material, particularly programming assignments, please consult with the instructor during class, lab, or office hours.

While Canvas is used for assignment submission and grade posting, it is not the primary method for seeking academic support. To ensure timely responses, please direct questions to the instructor during class or lab or via email.

Grading Policies & Course Assessments:

Final grade will be determined using the following grading weights:

attendance	5%
reading/writing assignments	5%
lab exercises	24%
programming projects	24%
mini-tests (quizzes)	22%
final examination	20%

Attendance is used in the final grade; please also note that we will have mini-tests (quizzes) scheduled in class/lab hours and that you are at all times responsible for all types of assignments and materials presented in class.

The numeric final grade will be converted to a letter grade based on the following grading system and this letter grade will be submitted as the official grade for the course.

Overall Final	Letter Grade
94-100	A
90-93	A-
87-89	B+
84-86	B
80-83	B-
77-79	C+
74-76	C
70-73	C-
67-69	D+
64-66	D
60-63	D-
0-59	F

The following table shows how the course work is assessed against the course objectives:

	Exams/test Questions	Assignment Problems	Programming Projects	Lab Exercises
CO01	✓	✓	✓	✓
CO02	✓	✓	✓	✓
CO03	✓	✓	✓	✓
CO04	✓	✓	✓	✓
CO05	✓	✓	✓	✓
CO06			✓	

Lab Exercises:

Programming practices and exercises related to the Java programming topics covered in lectures are introduced during lab hours. These lab exercises are designed not only to help you understand course topics but also to prepare you for programming projects. Lab exercises must be tested and graded by the instructor during lab hours. Simply submitting them to Canvas by the deadline does not guarantee lab credit—you must have them tested by the instructor during lab hours before the deadline.

Lab sessions will be used to discuss and explore Java implementation details that may not be fully covered during lectures. They will also be used for design and implementation drills, to assist with design and debugging issues that arise coding-related exercises, and to check, review, and grade exercises and homework.

Please note that lab exercises are separate from programming projects, and the credits earned from programming projects do not count towards your lab assignment grades.

Some tests will also be conducted during lab hours.

The table below outlines the lab activities (subject to minor adjustments as we progress through the coursework).

Week	Dates	Lab Activities
1	9/2—9/6	Downloading JDK Setting up Java programming environment on your computer
2	9/9—9/13	Testing sample Java/JDK setting (Ch1) Basic Java input/output functions (Ch2)
3	9/16—9/20	Java arithmetic operations, basic operators (Ch2)

4	9/23—9/27	Java instance variables, methods (Ch3)
5	9/30—10/4	Java instance classes/objects/constructors (Ch3)
6	10/7—10/11	Selection controls, nested controls (Ch4) Iteration controls (Ch4)
7	10/14—10/18	Assignment/increase/decrease operators (Ch4) More iteration controls (Ch5)
8	10/21—10/25	Switch/break/continue statements (Ch5) Logical operators (Ch5)
9	10/28—11/1	Methods (Ch6)
10	11/4—11/8	Arrays (Ch7)
11	11/11—11/15	Class/Objects case studies (Ch8)
12	11/18—11/22	Class/Objects (Ch8) GUI (Ch3, Ch4)
13	11/25—11/29	GUI (Ch5, Ch6, Ch7, Ch8)
14	12/2—12/6	GUI (Ch5, Ch6, Ch7, Ch8) More Class/Objects with basics on Inheritance (Ch9, Ch10)
15	12/9—12/11	More Class/Objects with basics on Inheritance (Ch9, Ch10)

AI Policy and Lab Grading:

Online sources and generative AI tools (such as ChatGPT) may be used in the study of course topics and concepts. The primary approach to learning programming involves reading the assigned text chosen from the textbook, focusing the class lectures, doing lab exercises during the lab hours, and completing the coding assignments following the examples provided in the class. Online sources and AI tools should be used **only as supplementary aids**.

Simply using solutions (i.e., programs) found online or generated by AI tools as your submissions for lab exercises are considered plagiarism.

Please also note that online “solutions”, particularly those generated by AI tools, may use “advanced programming techniques” that have *not* been covered in the course by the assignment deadline. You are *only* allowed to use programming techniques that have been presented up to that point.

For each lab exercise, you must:

1. Submit your original solution to Canvas.
2. Have the instructor test your code during lab hours.
3. Correctly answer the instructor's questions during the testing process.
4. Successfully modify your code to address a similar programming problem.

Due to the extensive testing process, timely submission of your solutions is crucial. Thoroughly understand your Java code. If you cannot adequately explain your code, make necessary modifications, and answer related questions during the in-lab testing, your project grade will be significantly impacted, potentially resulting in a score of **zero**.

Tests (mini-tests/quizzes and final examination):

Mini-tests (quizzes) will be administered throughout the semester, along with a comprehensive final exam. The weight of each assessment in determining your final grade is outlined in the grading policies above.

Mini-tests will consist of closed-book questions in multiple-choice, true/false, fill-in-the-blank, and short-answer formats, as well as programming problems. These tests must be completed during designated lab periods. Programming mini-tests will resemble smaller-scale versions of lab exercises and projects.

The final exam will be a comprehensive evaluation of all course material.

Missed Tests:

Make-up exams are generally not permitted unless there is documented proof of an emergency. If you need to reschedule a test, you must arrange this with the instructor within one week of the original test date. The final exam make-up will be done in the university designated Make-up Exam Period (i.e., on December 23).

Due Dates/Time:

- Late submission of assessed coursework will **not** be accepted.
- In the event of an emergency that prevents you from completing or submitting your assignments/projects on time, you must send an *email* request for an extension. The instructor will respond with either the number of days granted for the extension or a new deadline. You should keep this email as proof of the extension approval. Please note that sending a request email does **not** automatically guarantee an extension.
- Please **double-check your submissions**, as they are typically graded after the deadlines. To ensure successful and correct submissions, download and review your submitted materials. For projects, download the programs and verify that the code compiles and runs correctly.

Study Groups:

While I strongly encourage study groups, each student must submit their answers in their own words or solutions. If two submissions are highly similar, neither will receive credit.

When working on your programming projects, you may discuss project topics, algorithms, and methodologies with others. However, the coding must be entirely your own work. If two code submissions are identical or very similar, neither will receive credit, and further action may be taken, such as reporting the incident to the department or university.

Collaboration is encouraged for discussing project topics, algorithms, and methodologies. However, all code must be your original work. Identical or highly similar code submissions will result in **zero** credit for both parties and may lead to further disciplinary action.

Academic Integrity:

Academic Integrity Policy and Regulations can be found in the University Catalog and on the University's website (http://catalog.salemstate.edu/content.php?catoid=13&navoid=1295#Academic_Integrity). The University has established comprehensive regulations governing academic integrity. Please familiarize yourself with these guidelines if you haven't already. A concise summary and direct quote from the regulations states: 'Materials (written or otherwise) submitted to fulfill academic requirements must represent a student's own efforts.' Submitting someone else's work as your own without proper attribution is a direct violation of the University's policy and will be addressed according to the University's formal procedures.

Equal Access Statement:

Salem State University is committed to providing equal access to the educational experience for all students in compliance with Section 504 of The Rehabilitation Act and The Americans with Disabilities Act and to providing all reasonable academic accommodations, aids and adjustments. Any student who has a documented disability requiring an accommodation, aid or adjustment should speak with the instructor immediately. Students with Disabilities who have not previously done so should provide documentation to and schedule an appointment with Disability Services and obtain appropriate services.

Consideration for the Covid-19 Pandemic:

Students must comply with any University Health and Safety Protocols for the current academic term. Students should review the information found at <https://www.salemstate.edu/covid19>.

University Emergency Statement:

In the event of a university declared critical emergency, Salem State University reserves the right to alter this course plan. Students should refer to Salem State for further information and updates. The course attendance policy stays in effect until there is a university declared critical emergency. In the event of an emergency, please refer to the alternative educational plans for this course located at Canvas (<https://elearning.salemstate.edu/>). Students should review the plans and gather all required materials before an emergency is declared.

Please remember that if, for any reason, you decide to drop this course, you **MUST** do so officially through the Registrar's office. The last day to withdraw from a course this semester is **November 22nd, Friday**.

Note: This syllabus represents the intended structure of the course for the semester. If changes are necessary, students will be notified in writing and via all regular class communication mechanisms (class discussion, emails, and/or the course link at Canvas <https://elearning.salemstate.edu/>).