

Edmonds College

Computer Science 143: Computer Science III Java

Abridged Course Syllabus, Spring 2023

Instructor

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office hours: see course website, *or by appointment*

Course Overview

Java Data Structures. Topics include data structures such as lists, stacks, queues and various binary trees, inheritance and interfaces, using standard collection classes and algorithms and Generics. Students are required to have completed CS 142 or equivalent with a grade of 2.5 or higher or instructor permission.

Time and Place

MW 6:00 pm – 8:20 pm in Snohomish 104

Course Web Site

- <http://www.allisonobourn.com/edmonds/143/>

All resources from class will be posted here. Check the web site daily for important announcements.

Textbook

Introduction to Java Programming, 10th Edition by Y. Daniel Laing, Pearson Education, 2015
ISBN: 978-0-13-376131-3

No problems will be assigned out of the book.

Computer Access and Software

You will need access to a Java compiler and editor for this course. We recommend using Visual Studio Code, repl.it or Eclipse. The course website contains links to download this software free of charge and instructions on how to set it up.

Small Problems

Each week a series of small problems that go along with the topics we are learning in lecture will be assigned. Two CodeStepByStep problem sets with all of the problems from the week will be linked from the course website. These problems will also be linked individually from the course calendar on the days that I recommend completing them. However, you will not be marked late as long as you complete each of the problem sets by the date and time listed in the problem set. Late small problems will be worth half credit.

Labs

You will be expected to participate in lab activities during our normally scheduled class time. These activities will include answering questions, going over common errors in homework solutions, and discussing sample problems interactively. You will receive credit for a lab if you attend in person or with your camera on and participate.

If you are unable to show up to a lab you can receive credit if you complete all the lab problems by 11:59pm two days after the lab and let the instructor know. You can miss up to 3 labs with no grade deduction.

Mastery Quizzes

You may not use any books, notes, internet searches, friends, internet message boards, jGrasp, NetBeans, Eclipse, VSCode or other Java compilers during the quizzes. This quarter this will be on the honor system – I won't have a way to check. Remember that quiz questions will be on the exams so if you use other resources you will only be hurting yourself.

To receive credit for a mastery quiz you will need to get 90% or higher on it. You will receive full credit if you complete it correctly in your first 3 attempts. If you complete it correctly after 4 or 5 attempts you will receive 85% of the points and if you complete it correctly after 6 or 7 attempts you will receive 75%. **You will receive 50% of the highest score you earned if you do not achieve a score over 90% on any of your attempts.** You will have 20% deducted from your score if you do not take it by the first attempt date. If you do better on the same style of question on the exam than on the quiz, you can replace your quiz score with your exam score for that problem.

Each week you will receive at least one small problem that is the same style as the one on the quiz. You will also receive several other optional practice problems in a similar style to help you prepare.

Exams

All exams will be administered **in person** on paper. You may not use any computing devices, books, notes, internet searches, friends, internet message boards, VSCode, jGrasp, Eclipse, NetBeans or other Java compilers or editors during the exams.

Make-up exams will not be given except in case of a serious emergency. If you must miss an exam, even if you are sick or injured, you must contact Allison **before** the exam (or arrange for someone to do so). You must show evidence that you are physically unable to take the exam, such as a clear and specific doctor's note mentioning the date, exam, and reason. No make-ups will be granted for personal reasons such as travel, personal hardship, leisure, or to ease exam week schedules.

Programming Projects

Programming projects 1 – 5 are weekly programming assignments done **individually** and submitted electronically from the course website. The final project is a bigger, multi-week project that will be completed with a group. Programs will be graded on "external correctness" (behavior) and "internal correctness" (style and design). Disputes about programming project grading must be made within 1 week of receiving the grade.

Programming Project Lateness

Each student receives **4 "late days"** for use on programming projects. A late day allows you to submit a program up to 24 hours late without penalty. For example, you could use 2 late days and submit a program due Tuesday 11pm on Thursday by 11pm with no penalty. Once a student has used up all the late days, each successive day that an assignment is late will result in a loss of 1 point on that assignment. Regardless of how many late days you have, **you may not submit a program more than 3 days after it is due or after the last day of class**. Students will not be given other extensions unless they have extenuating circumstances as decided by the instructor.

Academic Integrity and Collaboration

Edmonds CC students shall demonstrate Academic Integrity. I am expected to report all violations of Academic Integrity (cheating and plagiarism) to the College. The College's database of such incidents will be monitored by the Office of the Vice President for Student Services. Data will be maintained for three years. Evidence of repeat incidents will result in additional action by the Office of the Vice President for Student Services as governed by the Student Code of Conduct.

Programming assignments must be completed individually; all code you submit must be your own work. You may discuss general ideas of how to approach an assignment, but never specific details about the code to write. Any help you receive from or provide to classmates should be limited and should never involve details of how to code a solution. You must abide by the following rules:

- You may not work as a partner with another student on an assignment.
- You may not show another student your solution to an assignment, nor look at his/her solution, for any reason.
- You may not have another person "walk you through" an assignment, describe in detail how to solve it, or sit with you as you write it. You also may not provide such help to another student. This includes current or former students, tutors, friends, paid consultants, people on the Internet, or anyone else.
- You may not post your homework solution code online to ask others for help. This includes public message boards, forums, file sharing sites and services, or any other online system.

Under our policy, a student who gives inappropriate help is equally guilty with one who receives it. Instead of providing such help to someone who does not understand an assignment, please point them to other class resources such as lecture examples, the reading, the tutoring center, or the instructor. You must not share your solution and ideas with others. You must also ensure that your work is not copied by others, such as making sure to log out of shared computers, not leaving printouts of your code in public places, and not emailing your code to other students or posting it on the web.

If you are retaking the course, you may resubmit a previous solution unless that program was involved in an academic misconduct case. If misconduct was found, you must write a new version of that program.

We enforce this policy vigorously by running similarity detection software a few times per quarter over all submitted student programs, including programs from past quarters. Please be careful and contact the instructor if you are unsure whether a particular behavior falls within our policy.

In this class, cheating and plagiarism will result in an assignment or grade penalty ranging from half credit on the assignment to 1.0 lower in the course (or a failing grade in the course if the incident is on the midterm or final). A second incident in this class will result in a grade penalty ranging from a zero on the assignment to a failing grade in the course.

Grading

40%	weekly programming projects
8%	final project
10%	small problems and labs
8%	quizzes
17%	midterm Wednesday, May 3rd, in class
17%	final exam Wednesday, June 14th, 6:00 pm – 8:00 pm, in Snohomish 104

This maps to the grading scale roughly as follows. You will get **at least** the grade below for the percentage shown.

90%: at least 3.5	85%: at least 3.0	80%: at least 2.5
75%: at least 2.0	70%: at least 1.5	60%: at least 0.7