The University of Findlay
College of Sciences
Fall/Spring Semester 20xx

The mission of The University of Findlay is to equip our students for meaningful lives and productive careers.

Course Number/Title:	CSCI 192 – Introductory Java Programming
Credit Hours:	3.0 Hours
Class Time:	TBA
Prerequisites:	None
Course Description	This course is an early course in computer science with an emphasis on fundamental computer science concepts and the use of objects in Java. Topics include basic computer science concepts, limited use of the Java GUI environment, conditional statements, sub procedures and functions, looping, arrays, and simple data structures.
Instructor:	TBA
Instructor Contact Information:	TBA
Office Hours:	TBA

Course Objectives

1) Discuss computer science concepts and terminology, particularly in programming and software development areas.
2) Demonstrate beginning and intermediate programming skills using Java.
3) Analyze programming problems and construct appropriate solutions using critical thinking skills.
4) Test programming solutions through the construction of appropriate test data to ensure program correctness.
5) Complete programming homework and assignments which demonstrate knowledge of content and effectively communicate logic to an audience.

General Education Learning Outcomes Addressed

The content of this course provides the means to assess the following General Education Outcomes	
General Education Outcomes	**Instrument(s), assignment(s), or task(s) used to assess outcomes**
Overarching Outcome A: Students will demonstrate problem-solving skills involving abstract inquiry, critical thinking, and logical reasoning abilities	*Sorting Algorithm Assignment*
Overarching Outcome B: Students will communicate effectively in academic or professional environments using written, verbal or digital media	*Sorting Algorithm Assignment*
C3: Students will demonstrate competence in methods and technological applications used for scientific and analytical inquiry	*Sorting Algorithm Assignment*

Required Textbooks and other materials

Deitel, H. M., Deitel, P. J. (2010). *Java: How to Program, 8th Edition.* Boston: Pearson Prentice-Hall. ISBN-10: 0-13-605306-8.

USB Flash Drive(s) – for storage and backup. Should be brought to class each session and will be checked regularly

Knowledge Base

Textbook and online help, industry publications, and Internet sites related to the topic will be used as references for discussions of course content.

Instructional Strategies

Case Analysis		Library and Internet Research	
Debate		Practice/drill	X
Discovery/Independent Research		Problem solving	X
Discussion/Questioning/Interviewing	X	Reading assignments	X
Experiential Learning		Role playing/simulation games	
Field Experience		Service Learning	
Group Presentation		Video/Audio Review and Critique	
Laboratory Experiences	X	Other : *Peer Programming*	X
Lecture	X		

Methods of Assessment

Abstracts		Participation	X
Attendance	X	Peer Evaluation	
Capstone Project		Portfolio	
Case Study		Portfolio Lab Performance	
Exams	X	Presentations	
Group Projects		Professional Evaluation	
Homework Assignments	X	Quizzes	
Internet Research		Research project	
Journaling		Other	
Lab Performance	X		
Oral/written review of literature			

Grading

The student's course grade will be based on the following point and grade distribution:

Homework & Programming Assignments	60%
Quizzes, Tests, Exams	40%

Grading Scale /Distribution

100% - 93%	A	76% - 73%	C
92% - 90%	A-	72% - 70%	C-
89% - 87%	B+	69% - 67%	D+
86% - 83%	B	66% - 63%	D
82% - 80%	B-	62% - 60%	D-
79% - 77%	C+	59% - 0%	F

University Honor Code

Each and every student of the University will adhere to the following Honor Code: *"I will not knowingly engage in any dishonorable behavior, cheat, steal, lie or commit any act of plagiarism during my academic work, course, or endeavor. If I observe an act which I believe violates the University's Honor Code, I may, at my discretion, report it to the appropriate personnel."*

Student Honor Code

"*I acknowledge that I have fully complied or will comply with all aspects of the University's Honor Code in submitting this work."*

Course Policies and Practices

To be determined by instructor.

Final Exam Date

Date & Time are TBA

A comprehensive exam will be given. No exceptions will be made to this time without permission of both the instructor and the Dean of the College of Sciences and will only be considered if the test interferes with another UF obligation or in the case of a legitimate emergency situation. Personal travel plans or a desire to leave campus early are <u>not</u> acceptable reasons to take the final at a different time.

Special Services

If you are a student with a disability, it is your responsibility to inform your instructor and register with the Office of Disability Service (ods@findlay.edu) at least one week prior to any needed service so that reasonable accommodations can be made.

Course and Instructor Evaluation

Each student is expected to complete the course and instructor evaluation which is send electronically to the student by the Office of the Registrar. The electronic notification comes in the form of an e-mail from the UF Registrar's Office with the following subject line: Online survey for the designated course (e.g., BIOL 102).

Last Date of Attendance Policy

A student's last day of attendance is the date he/she last participated in the course through attendance, completion of an assignment or a visit to Blackboard. If the student attends and/or completes all assignments, the official last date of the class, as determined by the institution, will be used for reporting purposes.

Course Content

Programming content will include fundamental topics such as:

- Variables, Constants, and Stored Data
- Conditional Statements
- Repetition Statements (Loops)
- Procedures and Functions
- Simple Data Structures including Arrays
- Sorting Algorithms
- Introduction to Classes and Objects / Object Oriented Programming Concepts
- Files

Tentative Course Outline (Course schedule will be adjusted as needed during the semester)

Week 1-2	Chapter 1 – Introduction to Computers, the Internet and the Web
Week 2-3	Chapter 2 – Introduction to Java Applications
Week 4-5	Chapter 3 – Introduction to Classes and Objects
Week 6-7	Chapter 4 – Control Statements: Part I
Week 8-9	Chapter 5 – Control Statements: Part II
Week 10-11	Chapter 6 – Methods: A Deeper Look
Week 12-13	Chapter 7 – Arrays and ArrayLists
Week 14-15	Chapter 8 – Classes and Objects: A Deeper Look