LOS MEDANOS COLLEGE
COMSC-051-1306 Java Programming (3 units)
Fall 2023

Instructor: Joenil Mistal

Available Hours: Schedule by appointment
E-mail: Canvas inbox (preferred) or LMC mailbox jmistal@losmedanos.edu

Textbook: Starting Out with JAVA from Control Structures through Objects 7th Edition
by Tony Gaddis
ISBM-13: 978-0-13-480221-3 (www.pearson.com)

Course Resources: http://www.51.jmistal.com
https://losmedanos.instructure.com (Canvas)

Required Software: **Java Development Kit (JDK)**
https://www.oracle.com/java/technologies/downloads/
Eclipse IDE for Java Developers
https://www.eclipse.org/downloads/

Class Schedule: **8/21/2023 to 12/8/2023**
First day course orientation via Zoom is on **8/22 Tue at 7pm.**
Optional live Zoom meetings are **Tuesdays from 7pm-8:30pm**
Attendance to the Zoom meetings is not required but is highly recommended
Assignments are due on **Sundays at 11:59pm.**

Course Description:
This course is an introduction to object-oriented programming using Java. Students will gain a firm understanding of the core Java concepts. Course coverage includes learning and examining the Java- specific syntax and language features and learn how the concepts of the object-oriented approach are implemented. Students will use an IDE (Integrated Development Environment) tool to write and develop Java programs.

This course will also cover developing Java applications with a graphical user and web interface. Lastly, students will learn how to use Java in accessing and manipulating external data stored in files, databases, and web sources. Students will be exposed in planning, designing, and developing efficient accessible Java applications.

Statement of Course Objectives:
Upon satisfactory completion of this course, you will be able to:
1. Understand the basic concepts and principals of object-oriented programming using Java.
2. Design, write and test a Java program to implement a solution to a given problem specification.
3. Gain practical hands-on experience by developing, writing, compiling, and executing Java programs.
4. Have a basic knowledge in creating graphical user interfaces using Java.

Course Requirements:
1. Class meets 2 hours a week for online lecture/ demo. In addition, 2 hours of online lab to complete the hands-on exercises will be provided when the class meets via Zoom. Attendance is not required but is highly recommended.

2. The work for the course consists of the following:
   a. 20 Lab Assignments @35 pts ea.   700
   b. 10 Online Discussion Participation @20 pts ea.   200
   c. 10 Knowledge Check (Quizzes) @10 pts ea.   100
   Total: **1000 points**

3. Class grade will be computed as follows:
   900 - 1000 points = A
   800 - 899 points = B
   700 - 799 points = C
   600 - 699 points = D
   less than 600   = F

Course Learning Units and Grading
This course has been designed in having students go through each of the learning modules containing the following 4 sections:
1. Presentation topic review
2. Lab assignments - 70 pts
3. Online discussion - 20 pts
4. Knowledge check quizzes -10 pts

NOTE: Assignments are due on Sundays at 11:59pm. Assignments that are submitted past the due dates will receive only receive a maximum of 50% of the total possible points if fully completed.

Modules	Topics	Possible Points	Due Date
Module 1	Eclipse ID for Java Developers	100	TBA
Module 2	Java Fundamentals	100	TBA
Module 3	Decision Structures	100	TBA
Module 4	Loops and Files	100	TBA
Module 5	Methods	100	TBA
Module 6	Classes & Objects	100	TBA
Module 7	Arrays and Array List Class	100	TBA
Module 8	Inheritance	100	TBA
Module 9	Exceptions and Advanced File I/0	100	TBA
Module 10	GUI Programming and Basic Controls	100	TBA
Total Points		**1000**	

Zoom Meetings: Scheduled every Tuesdays at 7pm starting on 8/22
During our Zoom meeting, I will demo the lab exercise so you can follow along. These meetings are optional but will be recorded and will be available the next day for your review.

Information for the optional Zoom meetings is as follows:
Day/ Time: Tuesdays from 7pm to 8:30pm
Dates: 8/22, 8/29, 9/5, 9/12, 9/19, 9/26, 10/3, 10/10, 10/17, 10/.24, 10/31, 11/7, 11/14, 11/28, 12/5

Zoom Wednesday Link: https://4cd.zoom.us/j/86345350540
Passcode: 123456

Technical Requirements:
- PC or Mac to install the Java Development Kit (JDK) and Eclipse IDE for Java Developers
- Any Internet Browser
- Internet connection to access Canvas and complete the learning modules.
- If you are having difficulty with any of the above requirements, please see the "Technical Resources" page on Canvas.

Time Commitment:
You should anticipate at least spending 2-3 hours per week to review learning module and complete the lab assignments, online discussion, and knowledge check (quiz) in each of the learning modules.

Communication and Course Policies:
Review the "Course Communication" page on Canvas for details on how we will communicate with you throughout the course. • Review "Grading & Resubmissions; Participation; and Collegiality, Late Work & Inactive Participants: to understand how work will be scored and expectations for participation.