

BOSTON UNIVERSITY, METROPOLITAN COLLEGE

COMPUTER SCIENCE DEPARTMENT

MET CS232 C1, Programming With JAVA

Course Overview:

This course covers the elements of object-oriented programming and the Java Programming Language. Primitive data types, control structures, methods, classes, arrays and strings, inheritance and polymorphism, interfaces, creating user interfaces, applets, exceptions and streams. Laboratory course.

Prerequisites:

CS201 or programming experiences in a high-level language other than Java.

Learning Objectives:

- To understand the essential concepts in computer science
- To be introduced to object oriented programming
- To learn the Java programming language

Textbook:

Required: Java: An Introduction to Problem Solving and Programming, 7/E, by Walter Savitch, copyright 2015, published by Pearson Education Inc., ISBN-13: 978-0-13-376626-4.

Evaluation and Grading:

There will be a midterm exam, a final exam and assignments. If any grading criteria event will be missed it will be the responsibility of the student to arrange a mutually agreeable schedule for completion of work.

Grades will be based on:

Class Participation and Attendance	10%
Class assignments (delivered in hard copy)	36% (Late assignments will not be accepted.)
Midterm	24%
Final	30%

Academic Honesty:

The course is governed by the Academic Conduct Committee policies regarding plagiarism (any attempt to represent the work of another person as one's own). This includes copying (even with modifications) of a program or segment of code. You can discuss general ideas with other people, but the work you submit must be your own. Collaboration is not permitted.

Instructor information:

Dr. Mehdi Abedinejad

Cell: 617-512-8756

Email: mmabedinejad@gmail.com

Office hours: After each class

Schedule of Classes:

Week	Topic	Text Chapter
1	Introduction	1
2	Primitive Data Types, Strings and Interactive I/O	2
3	Branching and Loops	3, 4
4	Classes and Methods, OO Programming	5, 6
5	Arrays	7
6	Arrays, Array List	7, 12.1
7	Midterm Exam	
8	Inheritance, Polymorphism, Interfaces, and Exception Handling	8, 9
9	Streams, File I/O, and Networking	10
10	Recursion, Dynamic Data Structures, and Generics	11, 12
11	Windows Interfaces, Swing Objects / Applets	6.8, 8.5, 7.6, 1.4, 3.4, 4.3, 5.4, 6.8, 8.5, 9.4, 10.7
12	Comparison With C++	Appendix 6
13	Introduction Functional Programming	Appendix 8
14	Final Presentation	

Final Exam (Closed book, notes, ...)