Fall 2016 SYLLABUS

MIS 6323: Object Oriented Programming

Instructor: Shaojie Tang, Ph.D.

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COURSE DESCRIPTION:

MIS6323 introduces MIS majors to computers, computer programming, and problem solving using programs. Topics covered include the general characteristics of computers; techniques of problem solving and algorithm specifications; and the implementation, debugging, and testing of computer programs. The goal is to learn to solve small programming problems and to write their solution as high quality small programs in Java.

PREREQUISITES:

Since this is an introductory course, there are no prerequisites in terms of prior course-work.

TEXTBOOK AND SUPPLIES:

- Walter Savitch: Java: An Introduction to Problem Solving and Programming, 6th Edition, Published by Pearson, ISBN-13: 978-0-13-216270-8, ISBN-10: 0-13-216270-9

EVALUATIONS:

- Two midterms, 15% each and 30% total.
- Exam 3, 25%.
- Homework & Assignment, 45%
- Percentages given here are approximate, and the instructor may change them during the course. Disastrous performance in either the exams, or in the homework, will result in a Fail grade

- **Numeric-To-Letter-Grade Scale:** 93-100 A, 90-92 A-, 87-89 B+, 83-86 B, 80-82 B-, 77-79 C+, 50-73 C, 0-49 F.

EXAMS:

The exams are closed book. Their content is cumulative, i.e. they address the material covered up to the day of the exam. If a student misses a midterm for an emergency [as agreed with instructor], there will be no makeup exam: the final will become proportionally more important. If a student misses a midterm without previous agreement and without definitive proof as to the medical or legal reasons, he or she will get a zero for that exam. The final exam is mandatory on the scheduled day.

HOMEWORKS:

- Appropriate documentation is required for all programs submitted. Programming standards will be discussed in class.
- Your best version of the programming assignment must be ready for submission **before** the class **by the due day**. **Work completed after the dead line will NOT be accepted for evaluation.** Computer programs can be fickle and finicky. Tracking down bugs may take an unexpectedly long time, especially for beginning programmers. Any exceptions must be approved by the instructor.
- You are encouraged to discuss homework problems with your peers, and to help one another debug programs. However, all algorithms you devise, code you write, and anything else you might turn in should be entirely your own work. Plagiarism will be severely punished.
- Individual help will not be given unless the code of program is properly indented and documented.

Tentative Class Schedule:

Week	Topic	Book Chapters	Assignment
1	Course Introduction Introduction to Software Development and OO concepts	1	
2	Java: Basic Computation	2	
3	Java: Primitive Types, Strings and I/O	2	#1 Out

4	Java: Flow control	3, 4	#2 Out #1 Due
5	**Test 1**		
6	Java: Flow control	3,4	
7	Java: Defining Classes, Methods and Objects	5,6	#3 Out #2 Due
8	Java: Defining Classes, Methods and Objects	5,6	
9	Java: Defining Classes, Methods and Objects	5,6	#4 Out #3 Due
10	**Test 2**		
11	Java: Arrays	7	
12	Java: Inheritance	8	#5 Out #4 Due
13	Java: Inheritance	8	
14	Basic Algorithm Design	Notes	#5 Due
15	**Test 3**		