

San José State University
Department of Computer Science
Spring 2021
CS 49J – Java Programming

Course and Contact

Information Instructor: Ramin Moazeni, PhD
Class Hours: TTh: 6:00PM - 7:15PM
Office Hours: TTh: 5:30PM ó 6:00PM, Over zoom
Email: Ramin.Moazeni@sjsu.edu
Classroom: ONLINE over Zoom:
<https://sjsu.zoom.us/meeting/register/tZYqduChrDkiEtXt2vc7ATrIRxfywyH7z2cS>

Prerequisites:

Previous programming experience in a language other than Java.

Course Description

Introduction to the Java programming language and libraries. Topics include fundamental data types and control structures, object-oriented programming, string processing, input/output, and error handling. Use of Java libraries for mathematics, graphics, collections, and for user interfaces.

For the official catalog description, please visit [the online catalog](http://info.sjsu.edu/web-dbgen/catalog/courses/CS049J.html) at <http://info.sjsu.edu/web-dbgen/catalog/courses/CS049J.html>

Learning Outcomes

Upon successful completion of this course, students should be able to:

- Write Java applications which are appropriately documented using Javadoc
- Use Java to read and write text files
- Implement from specifications Java classes that embody data structures
- Use and work with pre-existing implementations in the Java collections framework
- Use iterators and enhanced for loops to traverse collections
- Write a graphics program that draws simple shapes
- Use Java exceptions for error handling

Required Texts

Title	Big Java Early Objects 7/e.
Author	Cay Horstmann
Publisher	Wiley
ISBN	ISBN 978-1-119-49909-1

Individual Work

All homework and exams must be *your own individual work*. It is OK to have general discussions about the assignments or read other material for inspiration. You may *never* copy anything from anyone **without attribution**. This means if you find code on Stackoverflow or another web site, you need to give the URL where you found the code in a comment at the top of your class so that I can look at it if necessary.

You may copy from the textbook, the labs, or anything we do in class without attribution. For assignments and exams, you may not copy anything from any other student at all, and you may not collaborative produce results in pairs or teams. Your work must be entirely your own.

It is never okay to share your code with other students. If the other person submits your work, both students will receive a 0.

First incident of cheating will result in a 0 on that assignment or exam. Second incident will result in a F for the class.

BSCS Program Outcomes supported by this course:

- (a) An ability to apply knowledge of computing and mathematics to solve problems
- (b) An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution
- (c) An ability to design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs
 - (i) An ability to use current techniques, skills, and tools necessary for computing practice
 - (j) An ability to apply mathematical foundations, algorithmic principles, and computer science theory in the modeling and design of computer-based systems in a way that demonstrates comprehension of the trade-offs involved in design choices
 - (k) An ability to apply design and development principles in the construction of software systems of varying complexity

University Policies

Per University Policy S16-9, university-wide policy information relevant to all courses, such as academic

