Instructor: Hasan Nuseibeh
E-Mail: hnuseibe@usf.edu
Classroom: B106
Time: Wednesdays at 6pm

PREREQUISITES: Consult your Advisor for the latest prerequisites.

COURSE DESCRIPTION: The focus of this course is object-oriented programming concepts as implemented in the target language Java. This course uses a specially designed Integrated Development Environment (BlueJ) that enables students to directly create objects of any class and then interact with their methods.

COURSE TOPICS:
This course will cover the following content areas:
- Objects and Classes
- Understanding Class Definitions
- Object Interaction
- Grouping Objects
- More Sophisticated Behavior
- Well-Behaved Objects
- Designing Classes
- Improving Structure with Inheritance
- Further Abstraction Techniques
- Designing Applications

COURSE OBJECTIVES: This course seeks to impart a clear understanding of OOP and its implementation in Java by way of a hands-on approach using focused development projects.

BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY MISSION STATEMENT: The mission of the Information Technology Program is to provide high quality educational opportunities for students interested in pursuing careers in the broad range of fields that support our computer/information-based society and economy. Additionally, the goal is to utilize the resources of the program to provide service to society; and to emphasize to students the need for lifelong learning, to have ethical conduct, and an understanding of the diverse social context in which Information Technology is practiced.

BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY PROGRAM LEARNING OUTCOMES (PLOs):
1. Demonstrate technical knowledge and skill sets (computational and analytic) needed for success in careers related to Information Technology.
2. Demonstrate an understanding of professional ethics in the development and application of Information Technology.
3. Design and develop computer processes and systems of advanced complexity.
4. Assess the potential value of new technologies and see possibly beneficial applications.
5. Conduct computer research, organize a structured presentation, and deliver it in a way that communicates to novice users as well as computer experts.

COURSE STUDENT LEARNING OUTCOMES:
On completion of this course students will:

- Clearly understand the most fundamental concepts of object orientation: objects, classes, and methods.
- Understand how Java code is written to create the behavior of objects.
- Understand the interaction of multiple objects, that is, how objects can collaborate by invoking each other's methods to perform a common task.

TEXT AND MATERIALS

Required textbook:

David J. Barnes & Michael Kölling


GRADING, EVALUATION AND ATTENDANCE POLICIES:

Student performance will be evaluated based on a number of assignments and a quizzes; all assignments are expected to be turned in on time, by midnight of the date assigned. They must be submitted using Canvas. Late assignments may not be accepted unless your Instructor has granted prior permission.

Below are a summary for the determination of the final grade and an explanation for each component:

<table>
<thead>
<tr>
<th>Assignment</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assignments</td>
<td>6 * 20pts</td>
</tr>
<tr>
<td>Quizzes</td>
<td>4 * 20pts</td>
</tr>
<tr>
<td>TOTAL</td>
<td></td>
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</tbody>
</table>

Incomplete Grade

An Incomplete grade is reserved for those with good reason for having missed a small amount of work, and must be agreed by the student and instructor during the course as circumstances require. Otherwise, exams not taken or assignments not turned in will receive a zero grade and will be counted in the final grade accordingly. Please note that it is the student’s responsibility to ensure that work is completed before the end of the following semester and the Incomplete changed to a regular grade. If this is not done before the end of the following semester, the Incomplete automatically becomes an F.

Attendance Policy

This class will be of blended nature, face-to-face sessions will be held in Sarasota campus in room B106, those sessions will also be recorded, and will be available for students to attend offline at their convenience. Students are encouraged to attend the face-to-face sessions when they are can, however live attendance is OPTIONAL.

Due to the highly interactive nature of the course and its subject matter, students are strongly encouraged to keep up with the class and to submit assignments in time. Falling behind in assignments will affect students’ grades.
A. **Academic Dishonesty**: The University considers any form of plagiarism or cheating on exams, projects, or papers to be unacceptable behavior. Please be sure to review the university’s policy in the catalog, [USFSM Undergraduate Catalog](https://www.usfsm.edu/catalog/undergraduate) or [USFSM Graduate Catalog](https://www.usfsm.edu/catalog/graduate), the USF System Academic Integrity of Students, and the [USF System Student Code of Conduct](https://www.usf.edu/policies/studentconduct.html).

B. **Academic Disruption**: The University does not tolerate behavior that disrupts the learning process. The policy for addressing academic disruption is included with Academic Dishonesty in the catalog: [USFSM Undergraduate Catalog](https://www.usfsm.edu/catalog/undergraduate) or [USFSM Graduate Catalog](https://www.usfsm.edu/catalog/graduate), USF System Academic Integrity of Students, and the [USF System Student Code of Conduct](https://www.usf.edu/policies/studentconduct.html).

C. **Contingency Plans**: In the event of an emergency, it may be necessary for USFSM to suspend normal operations. During this time, USFSM may opt to continue delivery of instruction through methods that include but are not limited to: CANVAS, Elluminate, Skype, and email messaging and/or an alternate schedule. It’s the responsibility of the student to monitor CANVAS site for each class for course specific communication, and the main USFSM and College websites, emails, and [MoBull](http://www.usf.edu/mobull) messages for important general information. The USF hotline at 1 (800) 992-4231 is updated with pre-recorded information during an emergency. See the [Safety Preparedness Website](http://www.usf.edu/disastersafety) for further information.

D. **Disabilities Accommodation**: Students are responsible for registering with the Office of Students with Disabilities Services (SDS) in order to receive academic accommodations. Reasonable notice must be given to the SDS office (typically 5 working days) for accommodations to be arranged. It is the responsibility of the student to provide each instructor with a copy of the official Memo of Accommodation. Contact Information: Disability Coordinator, 941-359-4714, disabilityservices@sar.usf.edu; [http://www.usfsm.edu/students/disability](http://www.usfsm.edu/students/disability).

E. **Fire Alarm Instructions**: At the beginning of each semester please note the emergency exit maps posted in each classroom. These signs are marked with the primary evacuation route (red) and secondary evacuation route (orange) in case the building needs to be evacuated. See [Emergency Evacuation Procedures](https://www.usf.edu/disastersafety/evacuationprocedures).

F. **Religious Observances**: USFSM recognizes the right of students and faculty to observe major religious holidays. Students who anticipate the necessity of being absent from class for a major religious observance must provide notice of the date(s) to the instructor, in writing, by the second week of classes. Instructors canceling class for a religious observance should have this stated in the syllabus with an appropriate alternative assignment.

G. **Web Portal Information**: Every newly enrolled USF student receives an official USF e-mail account. Students receive official USF correspondence and CANVAS course information via that address.

**GENERAL INSTRUCTION FOR STUDENTS**

Students are not permitted to take notes or tape lectures for the purpose of sale. This includes Elluminate recordings. Microsoft Office may be used to supplement this course. The online course tools package, which may be accessed from campus computer labs and via the Internet at [https://my.usf.edu](https://my.usf.edu), will be used to enhance the course. Internet access and a reasonable up-to-date web browser are required. Except for response speed, there should be no difference in functionality between accessing from a lab and from home. Any exceptions to this will be announced as they become apparent.
### Tentative Classes Schedule

<table>
<thead>
<tr>
<th>Date</th>
<th>Module</th>
<th>Assignments / Quizzes</th>
</tr>
</thead>
<tbody>
<tr>
<td>8-Jan</td>
<td>Chapter 1 – Objects and Classes</td>
<td></td>
</tr>
<tr>
<td>15-Jan</td>
<td>Chapter 2 - Understanding Class Definitions</td>
<td>Assignment 1</td>
</tr>
<tr>
<td>22-Jan</td>
<td>Chapter 3 - Object interaction</td>
<td>Quiz 1</td>
</tr>
<tr>
<td>29-Jan</td>
<td>Chapter 4 - Grouping objects</td>
<td>Assignment 2</td>
</tr>
<tr>
<td>5-Feb</td>
<td>Chapter 5 - More-sophisticated behavior</td>
<td></td>
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<tr>
<td>12-Feb</td>
<td>Chapter 6 - Designing classes</td>
<td>Assignment 3</td>
</tr>
<tr>
<td>19-Feb</td>
<td>Review Session</td>
<td>Quiz 2</td>
</tr>
<tr>
<td>26-Feb</td>
<td>Chapter 7 - Well-behaved objects</td>
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</tr>
<tr>
<td>5-Mar</td>
<td>Chapter 8 - Improving structure with inheritance</td>
<td>Assignment 4</td>
</tr>
<tr>
<td>12-Mar</td>
<td><strong>Spring Break</strong></td>
<td></td>
</tr>
<tr>
<td>19-Mar</td>
<td>Chapter 9 - More about inheritance</td>
<td>Quiz 3</td>
</tr>
<tr>
<td>26-Mar</td>
<td>Review Session</td>
<td>Assignment 5</td>
</tr>
<tr>
<td>2-Apr</td>
<td>Chapter 10 – Further abstraction techniques</td>
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<tr>
<td>9-Apr</td>
<td>Chapter 11 - Building graphical user interfaces</td>
<td>Assignment 6</td>
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<tr>
<td>16-Apr</td>
<td>Chapter 12 – Handling Errors</td>
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</tr>
<tr>
<td>23-Apr</td>
<td>Chapter 13 – Designing Applications</td>
<td>Quiz 4</td>
</tr>
</tbody>
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