



Prince Sultan University
College of Computer and Information Sciences
Computer Science Department
171 Semester 2017 - 2018

INSTITUTIONAL COURSE SYLLABUS TEMPLATE

Course Code: CS102	Course Title: Java Programming II
Course Instructor: Prof. Anis Koubaa	Email: akoubaa@psu.edu.sa
Credit Hours: 3(3,1,0)	Course Location: COMPLAB A-11
Scheduled Office Hours:	9:30 am -10:30 am (appointment recommended)
Office Location:	E256, Old Building, Floor 1
Course Website:	http://cs102.coins-lab.org/

Mission Statement**Mission of the Computer Science Program**

Provide high quality, computer science education to prepare top graduates through an environment that promotes innovative thinking, ethical behavior, lifelong learning, research, and service to the community.

Mission of the Software Engineering Program

Prepare world-class software engineering graduates through an academic environment that promotes professional skills, ethical behavior, life-long learning, research and service to the community.

I. Course Description:

The purpose of this course is to develop an intermediate understanding of object-oriented programming concepts. Some sophisticated uses of object-oriented concepts (inheritance, polymorphism, encapsulation, multiple inheritance using interfaces, and Java Collection Frameworks, Generic classes and Recursion) and techniques for building systems of multiple interacting components. This course teaches students how to develop Java applications. Students will develop and test Java applications (typically) using Netbeans IDE.

II. Course Learning Outcomes: (A summary of intended learning outcomes of the course in each domain of learning).

On the successful completion of this course, students will be able to demonstrate the following:

Skills	Course Learning Outcomes	Measured by
Knowledge	CLO 1: Recognize object-oriented concepts for large software development using classes and class hierarchies to promote code reuse	Direct Assessment Tool Assignment /Homeworks(G, R) Lab exercises (G) Quizzes (G, R)



		Exams (G) Indirect Assessment Tool Course Exit Survey
Cognitive Skills	<p>CLO 2: Solve advanced software development problems using Object Oriented concepts of inheritance, abstract classes, encapsulation, polymorphism, and Interfaces</p> <p>CLO 3: Apply Java Collection Frameworks (list, arrays list, maps, sets) efficiently.</p> <p>CLO4: Develop and use generic classes to promote software reuse</p> <p>CLO 5: Develop recursive programs to solve iterative algorithms</p>	<p>Direct Assessment Tool Quiz (R,G) Exams (G) Assignments (G) Oral Discussion Project (G)</p> <p>Indirect Assessment Tool Course Exit Survey</p>
Interpersonal Skills & Responsibility		
Communication, Information Technology & Numerical Skills		
Psychomotor (if Applicable)		

III. Tentative Weekly Course Schedule: (Should mention the specific course topics to be covered within the semester) *May change to accommodate guest presenters & student needs. .*

WEEK	UNIT/ TOPIC	ASSIGNMENTS	CONTACT HOURS	CLO
1	Review	Quiz, Assignments, Major1, Major2 and Project	2 hours	CLO1, CLO2
2-3	Classes: Objects, Constructors, Encapsulation, Abstract Classes		8 hours	CLO1,CLO2
4-5	Inheritance		8 hours	CLO1,CLO2
6-8	Polymorphism & Interfaces		12 hours	CLO3
9	Generic Classes		4 hours	CLO4
10-13	Java Collection Framework (list, arrays list, maps, sets)		12 Hours	CLO5
14-15	Introduction to Recursion		8 hours	CLO1, CLO2

**IV. Course Components** (Indicate the total contact hours within the semester).

Component	Contact Hours
Lecture	30
Tutorial	30
Practical/Field	

V. Student Assessment & Teaching Strategies:

Assessment Task (Indicate the kind of assessment tasks to be used to measure student learning in each of the learning domain. Example: quiz, oral examination, group work, etc).

Teaching Strategies (Indicate the teaching and student activities to be used to develop the kinds of learning involved in each learning domain. Also, research specialized Information about Best Teaching Practices for the particular course/field).

Domain	Assessment	Teaching Strategy
Knowledge	<p>Direct Assessment Tool Quiz (R,G) Exams (G) Assignments (G) Oral Discussion Web Project (G)</p> <p>Indirect Assessment Tool Course Exit Survey</p>	Concept presentation, Lectures
Cognitive Skills	<p>Direct Assessment Tool Quiz (R,G) Exams (G) Assignments (G) Oral Discussion Web Project (G)</p> <p>Indirect Assessment Tool Course Exit Survey</p>	Concept presentation, Lectures, Labs, problem solving sessions, Flipped Class rooms, Personalized Learning
Interpersonal Skills & Responsibility		
Numerical, Information Technology & Communication Skills	<p>Direct Assessment Tool Quiz (R,G) Exams (G) Assignments (G) Oral Discussion Web Project (G)</p> <p>Indirect Assessment Tool Course Exit Survey</p>	Concept presentation, Lectures, Labs, problem solving sessions, Flipped Class rooms, Personalized Learning

VI. Course Requirements [Whatever tasks and assignments you include in your course should be aligned with the specified learning outcomes (final learning, skills, knowledge, attitudes and values the students leave the course with) you have defined and specified earlier.



These requirements should be consistent with the Course Specification on file in the particular department.]

Course Requirements	Course Learning Outcomes	Domain of Learning
Quiz 1	CLO 1	Knowledge Skill
Assignments	ALL CLOs	Knowledge, Cognitive Skills and Communication, Information Technology, Numerical Skill
Major I	CLO 1, CLO2	Knowledge, Cognitive Skills and Communication, Information Technology, Numerical Skill
Major II	CLO2, CLO3, CLO4, CLO6	Knowledge, Cognitive Skills and Communication, Information Technology, Numerical Skill
Project	ALL CLOs	Knowledge, Cognitive Skills and Communication, Information Technology, Numerical Skill
Final	ALL CLOs	Knowledge, Cognitive Skills and Communication, Information Technology, Numerical Skill

VII. Schedule of Assessment

Assessment	Assessment Task	Week Due	Proportion of Final Assessment
1	Quiz 01 (average)	After each chapter and before Major 1	5%
5	Quiz 02 (average)	After each chapter and before Major 2	5%
2	Major1	Week 7	10% (<i>On 31 October 2017</i>)
4	Major2	Week 12	15% (<i>On 28 November 2017</i>)
6	Project	Week 12	20% (<i>Due on 30 November 2017</i>)
7	Final exam	Week 16	40% (<i>At the end of semester</i>)



VIII. Learning Resources

A. References

- “Java How to Program”, 9th Edition by Deitel and Deitel, Publisher: Prentice Hall; 9 edition (March 7, 2011) ISBN-10: 0132575663 ISBN-13: 978-0132575669 Paperback: 1536 pages

B. Facilities Required

Computer lab with following;

- Projector and PCs
- Eclipse/Netbeans/Any Latest IDE.
- Java 1.7 or later

C. Learning Management System

- LMS: <https://lms.psu.edu.sa/>
- Course Website: <http://cs102.coins-lab.org/>

IX. Classroom Policies

A. Academic Integrity Policy (e.g. plagiarism or dishonesty)

Academic Dishonesty and Plagiarism Policy

Academic dishonesty includes cheating, fabricating or falsifying information or sources, improper collaboration, submitting the same work for different classes without permission is plagiarism. Plagiarism occurs when writers/developers deliberately or unintentionally use another person's language, ideas, or materials and present them as their own without properly acknowledging and citing the source. Familiarize yourself with PSU's Student Code of Conduct and PSU's policies on academic dishonesty.

Plagiarism

Plagiarism is taking credit for someone else's work whether deliberately or unintentionally. This includes but is not limited to turning in all or part of work done by someone other than yourself (a friend, an internet source, etc.) and claiming it as your own, and including information or ideas from internet or research material without citing the source. PSU considers plagiarism a serious form of academic dishonesty. Avoid plagiarism by carefully and correctly citing your sources whenever you use someone else's words, logic, equations, graphics, or ideas. If you are unsure of something and are worried you may be plagiarizing, come see me. Plagiarism in this course results in one or more of the following consequences: failure of the assignment, failure of the course, and/or disciplinary action by the University. Cite sources carefully, completely, and meticulously; when in doubt, cite. Consult your instructor, Advisor and PSU Code of Conduct and the Dean of Student's Academic Integrity/Honesty for more information.

B. Attendance Policy



Students that regularly come to class 10 minutes late will be marked absent.
Students that are regularly absent will be given DN warnings. (See DN Warning Flyer).

1 st warning	6 or more
2 nd warning	11 or more
3 rd warning	16 or more

For further detail of DN Please see <http://www.psu.edu.sa/StudentAffairs.aspx>

C. Submission Policy for Class Practice, Assignment and Project:

Honor Code

You are encouraged to talk about the homework with other students, but your final essay submissions must be your own original work

Late Policy

Assignment/Project is due at or before 11:59 pm on the due date, which is specified in the Assignments/Project section on LMS. Late Assignments/Project may receive a reduced grade unless arrangements are made in advance with instructor.

Delayed submission:

- One day: 15% Deduction
- Two days: 30 % deduction
- Three days: 50 % deduction
- Four days: 70 % deduction
- Late than four days will result in **zero (0)** marks

Student Academic Counseling and Support

- 3 to 5 weekly office hours. Additional office hours by appointment
- Contact using PSU email.
- LMS

Important Note:

- Kindly check daily all the Sections of CS102 on Moodle/LMS.