COURSE SYLLABUS

COURSE :	INTRODUCTION TO JAVA PROGRAMMING
TEXT BOOK :	JAVA PROGRAMMING GUIDED LEARNING WITH EARLY OBJECTS
AUTHOR :	D.S MALIK & ROPERT P. BURTON
INSTRUCTOR :	HUSAIN GHOLOOM
E-MAIL ADDRESS :	HG_CS_CBS_PAAET@YAHOO.COM
WEB SITE :	WWW.HUSAINGHOLOOM.COM
OFFICE HOURS :	BY APPOINTMENT
PREREQUISITES :	NONE.

COURSE DESCRIPTION:

In this course, we will take an in depth look at programming concepts and techniques. We will examine theoretical concepts that make the world of programming unique. Also, this course will adopt a practical hands-on approach when examining programming styles. Along with examining different coding, this course will explore the advancement of programming, as well as, timeless problem solving strategies.

GRADING:

QUIZES	20 %
ONE MIDTERM EXAM	30 %
LAB ASSIGNMENTS	20 %
FINAL EXAMINATION	30 %
TOTAL	100 %

less than $60 \rightarrow F$

LATE WORK: NO LATE WORK WILL BE ACCEPTED !!!

MAKE-UPS: There will be no make-up of tests unless previously arranged with the instructor.

REMARKS:

- Attendance is a MUST.
- No grade will be given for attendance; however, it will be recorded and PAAET attendance regulations will be enforced.
- Late students will not be allowed to attend the class session.
- Time is so precious. So... Please ... No body is late!

ACADEMIC INTEGRITY:

Strict standards of academic honesty will be enforced according to the PAAET policy on academic integrity. Academic dishonesty such as coping or cheating is prohibited in all academic situations and will be penalized accordingly. A student shall be guilty of a violation of academic integrity if he or she:

- Represents the work of others as his or her own;
- Obtains assistance in any academic work from another individual in a situation in which the student is expected to perform independently;
- Gives assistance to another individual in a situation in which that individual is expected to perform independently;
- Offers false data in support of laboratory or field work.



Topic Outline

Seq.	Topic	Week
1	An Overview of Computers and Programming Languages	1
2	Hands on command prompt compiler	1
3	Creating Your First Class (Running and Debugging)	2
4	Using Data Within a Program	3
5	Using Methods, Classes and Objects	4 ,5
6	Advanced Object Concepts	6
7	Making Decisions	7,8
8	Looping	8, 9
9	Characters and Strings Manipulation	10,11,12
10	Arrays	13, 14

THE INSTRUCTOR RESERVES THE RIGHT TO CHANGE ANY PORTION OF THIS SYLLABUS AT ANY TIME.

