Introduction to Computing Science
CS1140

Instructors : Libero Ficocelli
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Course Content:

This course is intended to serve as the first computing course for students in the Bachelor of Computer Science program and Computer Systems Technology Diploma program. The student will become familiar with general computing concepts and terminology as well as developing proficiency in programming with the computer language known as Java. Furthermore, students will be introduced to problem solving methods and techniques for algorithm development. By the end of the semester students should have acquired a real appreciation and insight into the discipline of computer programming.

This course will introduce most of the fundamental language features of JAVA including: all of the control structures, methods, simple classes and data structures. Each student is expected to design, write, test, debug, and document several well-structured programs as solutions to given assignment problems. We will develop a variety of console and GUI applications, as well as Java applets.

The lab portion of the course will provide students with hands on programming experience using NetBeans 6.7.1 (or whatever the latest version is), SUN Java JDK, and other Java development tools.

Laboratories :

Scheduled Lab facilities for this course are in the J Wing computer labs. Labs will begin the week of Sept 13.

Theory :   Introduction to JAVA Programming: 8th Edition:
             Y. Daniel Liang

Lab   :   Memory Stick

Marking:	Lab Assignments	24%
	Lab Exam	6%
	Class Quizzes	10%
	Midterm	25%
	Final Exam	35%

Special Notes :

1)   The Student must pass the **theory/concepts** portion of the course in order to obtain a passing grade for the term. Student must obtain 50% out of a possible 76 points, which includes all components except the lab assignments.

2)   No late project assignments will be accepted. The student is responsible for adhering to **all** requirements as specified for each project assignment.

3)   When necessary, lab time will be utilized for lecturing on specific Java features. The remainder will generally be used as "hands-on" programming time.