

Note: Additional handouts will be provided in class.

DELIVERY MODE(S):

This course includes 3-hours of lecture per week and a 3-hour lab per week

Lectures:	E303	Monday, Wednesday	10:00 - 11:20AM
Labs:	A313	Friday	02:30 – 05:20PM

LEARNING OUTCOMES:

- Be able to create, edit and run Java programs
- Write Java code to solve small defined problems
- Transform simpler operations into larger, integrated solutions
- Be able to debug programs (find and fix errors)
- Be able to design programs so that they are easy to maintain and update

TRANSFERABILITY:

UA, UC, UL, AU, KUC, GMU.

***Warning:** Although we strive to make the transferability information in this document up-to-date and accurate, **the student has the final responsibility for ensuring the transferability of this course to Alberta Colleges and Universities.** Please consult the Alberta Transfer Guide for more information. You may check to ensure the transferability of this course at Alberta Transfer Guide main page <http://www.transferalberta.ca> or, if you do not want to navigate through few links, at <http://alis.alberta.ca/ps/tsp/ta/tbi/onlineSearch.html?SearchMode=S&step=2>

**** Grade of D or D+ may not be acceptable for transfer to other post-secondary institutions. Students are cautioned that it is their responsibility to contact the receiving institutions to ensure transferability**

EVALUATIONS:

Your final grade will be determined in the following manner:

Lab Assignments	25%
Quizzes	15%
Midterm	25%
Final Exam	35%

GRADING CRITERIA: (The following criteria may be changed to suite the particular course/instructor)

Please note that most universities will not accept your course for transfer credit **IF** your grade is **less than C-**.

Alpha Grade	4-point Equivalent	Percentage Guidelines	Alpha Grade	4-point Equivalent	Percentage Guidelines
A+	4.0	90-100	C+	2.3	67-69
A	4.0	85-89	C	2.0	63-66
A-	3.7	80-84	C-	1.7	60-62
B+	3.3	77-79	D+	1.3	55-59
B	3.0	73-76	D	1.0	50-54
B-	2.7	70-72	F	0.0	00-49

COURSE SCHEDULE/TENTATIVE TIMELINE:

- Chapter 1 Introduction to Java
- Chapter 2 Elementary Programming
- Chapter 3 Selection Statements
- Chapter 4 Mathematical Functions and Strings
- Chapter 5 Loops
- Chapter 6 Methods
- Chapter 7 Single-Dimensional Arrays
- Chapter 8 Multiple Dimensional Arrays
- Chapter 9 Objects and Classes
- Chapter 10 Object Oriented Thinking
- Selected topics from other chapters.

STUDENT RESPONSIBILITIES:

- The Student must pass the theory/concepts portion of the course in order to qualify for a passing grade for the term. In other words, a student must obtain 37.5 out of a possible 75 points (from exams/quizzes) before adding the lab assignment marks to compute the final grade. If you cannot achieve the required 50% (on exams) then regardless of your lab assignment grades, you cannot pass the course.

- No late assignments will be accepted. The student is responsible for adhering to all requirements as specified for each assignment.
- When necessary, lab time may be utilized for lecturing on specific Java features. The remainder of the lab time will generally be used as "hands-on" programming time.

STATEMENT ON PLAGIARISM AND CHEATING:

Cheating and plagiarism will not be tolerated and there will be penalties. For a more precise definition of plagiarism and its consequences, refer to the Student Conduct section of the College Calendar at <http://www.gprc.ab.ca/programs/calendar/> or the College Policy on Student Misconduct: Plagiarism and Cheating at <https://www.gprc.ab.ca/about/administration/policies>