CSCI 221 – Computer Programming II  
Course Syllabus – Spring 2006

Professor: Dr. Bill Manaris

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Office Hours: MTWR 1:30–3pm, and by appointment.

Course Description: This course further develops the material presented in CSCI 220. Topics include file input/output, the Java string class, inheritance and polymorphism, exceptions, and algorithm analysis. Data structures include lists, stacks and queues. Algorithms include searching and sorting.

Each student must have completed CSCI 220 and 222.


Additional materials will be made available via handouts and the class webpage at http://www.cs.cofc.edu/~manaris/ (follow CSCI 221 link).

Learning Goals:

- To become proficient with Java basics: primitive types, basic operators, conditional statements, methods, references, strings, arrays, exception handling and I/O.
- To practice OOP in Java by building objects, classes, constructors, inheritance, abstract classes and interfaces.
- To gain experience with some simple data structures and learn when they are appropriate to use.

Grading: To receive a passing grade for the course, you must average a passing grade (70% or higher) on each of the following: assignments, tests, and final exam.

Scale: A: 90-100; B: 80-89; C: 70-79; F: <70. The grades of B+, C+, and D may be given at the professor's discretion.

Final Grade Computation: Assignments (4-7) 20%, Tests (2) 50%, Comprehensive Final Exam 25%, and Class Participation 5%.

Collaboration Policy:

- **You must do your assignments alone.** You are not allowed to discuss assignments and possible solutions with any person other than the instructor, lab instructor, and department-assigned tutors. You are not allowed to look at someone else’s solution (including code in books and the Internet) or show your solution to someone else other than the instructor. Any violation of the above rules is an honor offense. See The Honor System of the College of Charleston and the Student Code of Conduct (www.cofc.edu/student-life/handbook/), especially sections on Cheating, Plagiarism (pp. 10-11), and Computer Use (p. 13).
- On assignments you will be asked to identify the person(s) you received help from, if any.
- In-class exercises, when identified as collaborative, are excluded from the above.
Other Policies:  Tests:

- Attendance at tests is mandatory. Students must complete tests with no discussion or sharing of information with other students.
- Calculators, computers, cell phones, etc. may not be used during a test.

Classroom:

- You should turn off all electronic devices (e.g., cell-phones, pagers, etc.) during class.
- You are expected to attend all classes. Regardless of actual attendance, you are responsible for announcements made in class, assignment due dates, etc.
- You are expected to participate in class with questions and invited discussion. However, you should respect your classmates right to learn; see Student Handbook section on Classroom Code of Conduct (pp. 49-50).

Assignments:

- Programming assignment grades will be based on design and style as well as correctness of result.
- **Blackout period:** Starting early is essential in program development. You may ask questions about an assignment up until 24-hours before it is due.
- Reading feedback is essential in learning. Upon return of graded work, you have one week to ask questions about your grade.
- Do not submit programs with syntax errors. They are not eligible for credit.
- Submission instructions will be provided for each assignment. Since in CS you must get used to specifications, if you do not follow submission instructions, your assignments may receive a failing grade.

Late Policy:

- You have **four “late” days** for the whole semester. You may use these days as you wish for assignment submission. If you use them up, no late assignments will be accepted.
- If you **submit everything on time** (use no late days), **2.5 bonus points** will be added to your course grade.