COMP 248
Object-Oriented Programming I
Course Outline - Summer 2009

Instructor	**Benjamin Fung** - E-mail: fung(at)ciise.concordia.ca
Lectures	*(Section AA)* – Monday & Wednesday 18:30-21:00 at CL-220
Office Hours	*(Section AA)* – Tuesday 16:30-17:30 at EV7.628

Objectives

The primary objective of this course is to enable you to understand the basic principles of programming. The language used for the course is Java. Java was chosen because it is an object-oriented programming language and also because it is widely used in industry.

In general, the course will include discussions and explanations of the following subjects: introduction to programming writing; compiling and running programs; expressions, variables and assignments; control structures; classes and objects; methods; and arrays.

Textbook and Syllabus

The textbook for the course is: *Absolute Java 4th Edition*, by: **Savitch**, published by Addison Wesley, 2009.
The course covers the material in the first few chapters of the book (not necessarily in the same order); the remaining chapters will be covered in Comp 249.

Background

It is expected that you have some experience with Computers (how to use them). It is helpful, but not necessary, to have some experience in programming with any other computer languages, such as C++, C, or Visual Basic.

During the first one or two tutorials, your tutors will provide a gentle introduction to computers and to the programming environment.

Computing Facilities

You should obtain a computer account for Comp 248 from the Help Desk office at H-960. This account will give you access to the laboratory, which is equipped with PCs and needed software for the course.

If you have a computer at home and prefer to use it, you may do so. However, you must be aware that your programs must compile and run correctly with the same version used at the laboratory.

Workload and Grading

The course has a reasonable amount of load, with several new concepts and a fair bit of programming workload. Therefore, you should be prepared to spend adequate time and effort on this course. The grading of the course is as follows:

Participation: 5%

> You are required to attend all lectures.

Assignments: 15%

> There will be 3 to 4 programming assignments. The assignments must be done by individual students. These are NOT collaborative or group assignments. The assignments are very important since through them you will get most of your practical programming experience. All assignments will be available at the website (see below for details), where they will have to be retrieved; that is there will be no distribution of hardcopies of the assignments. Please note that all assignments will be placed on the website (see below); no hardcopies of the assignments will be distributed in class.

Midterm Exam: 25%

> There will be one midterm exam. The date for the exam will be announced at the beginning of the term. The midterm will cover all material presented in the lectures, the textbook, and in the assignments, up to and including the lecture preceding the exam. There is no substitution to a missing midterm, so you must make sure that you write that exam at its scheduled time.

Final Exam: 55%

> The final exam will be scheduled by the University Exam's office. The exam will cover material from the entire semester, including lectures, textbook, and assignments. Passing the final exam is necessary for passing the course.
>
> **Important:** There is no substitution to a missing exam, so you must make sure that you write that exams at their scheduled time.

The grading of the course will be done based on the relative percentages assigned to the assignments and the exams. For reasons of fairness, we may choose to scale up/down the marks in a particular exam or assignment to ensure that all aspects of the course receive a fair weight. Any such "fine-tuning" will be made known to you before the final grades are assessed. Finally, there are no pre-set cutoff points for the final grades; the cutoff points will be decided based on an assessment of difficulty level, class performance, fairness, and instructor's wisdom from teaching and grading the course in the past. That is, there is no definite rule for translation of number grades to letter grades.

Important Notes

Laptops and other communication devices, such as cellular phones and text/video messaging devices have to be turned off during the lectures.

Website and other Resources

E-mail is an important communication channel in this course. It is your responsibility to join the course mailing list at https://mail.encs.concordia.ca:444/mailman/listinfo/

The webpage for the course is http://www.ciise.concordia.ca/~fung/COMP248/. The webpage will contain announcements related to the class, pointers to documents, class notes, assignments, etc. The user-name and password required to access this page will be provided in class.

Prof. Hanna's webpage **www.AimanHanna.com** (follow Concordia links afterwards) also includes helpful materials. In addition, there is a mass of Java resources online. It is very advisable that you look at www.java.sun.com.

The Computer Science Department's web pages have also a wealth of information pertaining to our computer systems and software, which includes simple user guides, and answers to many standard questions. You should explore these pages. Begin your exploration from the URL: http://www.cs.concordia.ca/help/

Academic Honesty

Academic Honesty plays a key role in our efforts to maintain a high standard of academic excellence and integrity. Students are advised that ALL acts of intellectual dishonesty are subject to disciplinary action by the university; serious infractions are dealt with in accordance with the Code of Conduct. (http://web2.concordia.ca/Legal_Counsel/policies/english/AC/Code.html).

I take this issue very seriously, and I will always report the identified cases to the Dean's office.