

**Java II
CST 218
3 Credit Hours**

Course Information

Course Description:

This course continues the coverage of the fundamental concepts of Object Oriented Programming that started in Java Programming I (CST209-W01). Topics will include Super Classes, Sub Classes, Polymorphism, Inheritance, Stacks, Queues, and Lists. User Designed classes are implemented.

Course Objectives:

Upon successful completion of this course, students will have demonstrated the ability to:

1. Write Super Classes and Sub Classes.
2. Understand Polymorphism.
3. Understand Inheritance.
4. Understand Recursion
5. Use Arrays to create Stacks
6. Use Arrays to create Queues
7. Create Linked Lists.
8. Use Linked Lists to create Stacks.
9. Use Linked Lists to create Queue.

Requirements, skills, and Learning Objectives:

Requirements Skills and Objectives

1. Problem solving skills.
2. Critical thinking Skills.
3. Abstract Data Types.
4. Write Super Classes and Sub Classes.
5. Create Super Classes and Sub Classes
6. Understand inheritance
7. Understand polymorphism
8. Write Recursive methods
9. Use Arrays to create Stacks
10. Create Linked Lists
11. Use Linked Lists to create Stacks
12. Use Arrays to create Queues
13. Use Linked Lists to create Queues

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Prerequisites and Co-requisites:

Because this is the second online course in Java Programming, it is important for the student to:

- Have completed the first java programming course CST209-W01 with C or better or receive permission of instructor
- Work well independently
- Be self-motivated

Course Topics:

- Ch1: Getting Organized.
- Ch2: Abstract Data Type
- Ch3: The Stack ADT
- Ch4: Recursion
- Ch5: The Queue ADT
- Ch6: The List ADT

Specific Course Requirements:

- Prior to taking this course, students should have made a C or better on the CST209-R50 Java Programming I.
 - Ability to use TextPad as a programming editor, email program, computer (general skills), and an Internet browser (Internet Explorer or equivalent).
 - Reading all 8 chapters of the textbook.
 - Writing 6 major Java Programming Assignments.
 - Writing java programming code extensively.
 - Reviewing the programming code in the 6 chapters in the text in order to prepare for the 6 tests.
 - Logging in regularly.
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- Participating in the discussion board.
- Preparing for the 6 Tests by taking the 6 practice self-tests.
- Taking 6 Tests.

Textbooks, Supplementary Materials, Hardware and Software Requirements

Required Textbooks:

Please visit the Virtual Bookstore to obtain textbook information for this course: <http://rodp.bkstr.com>

Supplementary Materials:

To be determined.

Hardware Requirements:

The minimum requirements can be found at http://www.tn.regentsdegrees.org/students/hardware_software.htm.

Software Requirements:

The minimum requirements can be found at http://www.rodp.org/students/hardware_software.htm.

Specific Software requirements for the course include:

1. JDK(1.6.0 Update 11): Please click on the next link and download a free copy of the J2SE v 1.6._11 SDK from the java sun site "jdk-6u11-windows-i586-p.exe".
2. TextPad: A Text Editor for windows which can be used to compile and execute Java application or Java applet within a visual environment. Please download a free evaluation copy of the version 5.2.0 at : FTP (USA)
3. RealPlayer Basic (free)
4. Internet Explorer (version 5.5 or higher) or Netscape Navigator (earlier than version 6.0) (free)
5. D2L version 8.4.

Instructor Information

Please see the separate page inside the course to find instructor contact information as well as a statement of virtual office hours and other communication information.

Assessment and Grading

Testing / Grading Procedures:

Testing Procedures:

All exams are completely online exams. For more information, see Course Orientation.

Grading Procedure:

Assessment of course goals is accomplished through two methods. The first is by written online examinations or tests. There is one test per chapter. These tests-- which cover lecture material, class discussion, textbook reading material and programming assignments and possibly other outside reading material--can include fill-in-the-blank, multiple choice and/or short answer questions. Although writing skills are not assessed directly, the student's ability to present ideas in an orderly manner and the ability to write clear and comprehensible statements affect the instructor's decision about the student's level of achievement. The second method is by programming assignments that the student is required to write, compile, and execute. These skills demonstrate if the student has grasped the material in such a fashion that he or she can write any programming code.

The final grade will be based upon the following: Activities	Points/Activity	Weight	Total Points
Tests (6)	16.66	40%	40
Programming Assignments (6)	16.66	60%	60
Total Points		100%	100

Grading Scale:

90-100---A
 80-89---B
 70-79---C
 60-69---D
 <60 ----F

Assignments and Participation

Assignments and Projects:

Computer assignments may be turned in anytime up to and including the date due. There is one assignment per chapter. If a grade is not posted for an assignment for a given chapter, the student cannot take the test for that chapter. The student must an assignment to be able to take a test.

Class Participation:

Students must participate in all interactive aspects of the course. Students are expected to communicate with the instructor as a learning resource, students must check the course frequently for announcements, and students must actively participate in threaded discussion events.

Punctuality:

Students are expected to meet deadlines as stated in the Calendar. Course Ground Rules.

Course Ground Rules

Students are encouraged to:

- Participate in discussion groups and class assignment
- Learn how to navigate in D2L
- Keep abreast of course announcements
- Use the assigned course e-mail address as opposed to personal e-mail address
- Address your technical problems immediately
- Observe course netiquette at all times.

Guidelines for Communications

Email:

- Always include a subject line.
- Remember without facial expressions some comments may be taken the wrong way. Be careful in wording your emails. Use of emoticons might be helpful in some cases.
- Use standard fonts.
- Do not send large attachments without permission.
- Special formatting such as centering, audio messages, tables, html, etc. should be avoided unless necessary to complete an assignment or other communication.
- Respect the privacy of other class members

Discussion Groups:

- Review the discussion threads thoroughly before entering the discussion. Be a lurker then a discussant.
- Try to maintain threads by using the "Reply" button rather starting a new topic.
- Do not make insulting or inflammatory statements to other members of the discussion group. Be respectful of others ideas.
- Be patient and read the comments of other group members thoroughly before entering your remarks.
- Be cooperative with group leaders in completing assigned tasks.
- Be positive and constructive in group discussions.
- Respond in a thoughtful and timely manner.
- More information is available in this link to [discussion guidelines](#).

Chat:

Chat is seldom used in RODP. If for some reason it is opened:

- Introduce yourself to the other learners in the chat session.
- Be polite. Choose your words carefully. Do not use derogatory statements.
- Be concise in responding to others in the chat session.
- Be prepared to open the chat session at the scheduled time.
- Be constructive in your comments and suggestion

Web Resources:

- [Columbia Guide to Online Style](#) by Janice R. Walker and Todd Taylor
- Citation Styles Online <http://www.bedfordstmartins.com/online/cite6.html>

Library

The [Tennessee Virtual Library](#) is available to all students enrolled in the Regents Degree Program. Links to library materials (such as electronic journals, databases, interlibrary loans, digital reserves, dictionaries, encyclopedias, maps, and librarian support) and Internet resources needed by learners to complete online assignments and as background reading must be included in all courses.

Plagiarism

What is Plagiarism?

Plagiarism is representing someone else's intellectual property as your own. You put yourself at risk of plagiarizing when you fail to adequately cite the original source material from which you took words and ideas.

Students With Disabilities

Qualified students with disabilities will be provided reasonable and necessary academic accommodations if determined eligible by the appropriate disability services staff at their home institution. Prior to granting disability accommodations in this course, the instructor must receive written verification of a student's eligibility for specific accommodations from the disability services staff at the home institution. It is the student's responsibility to initiate contact with their home institution's disability services staff and to follow the established procedures for having the accommodation notice sent to the instructor.

Syllabus Changes

The instructor reserves the right to make changes as necessary to this syllabus. If changes are necessitated during the term of the course, the instructor will immediately notify students of such changes both by individual email communication and posting both notification and nature of change(s) on the course bulletin board.

Technical Support

Telephone Support:

AskRODP Help Desk (toll free number 1-866-550-7637) or go to the AskRODP website at: <http://help.rodpc.org/>

If you are having problems:

- logging into your course
- timing out of your course
- "technical" related issues for D2L (it takes a long time to click around my course)
- using your course web site tools

If you contact Technical Support by phone please be at your computer and be prepared to provide the following information: (If you do not know the information below please call 1-866-550-7637)

- Your username
 - Your password
 - The URL, (address, "http://...") you are unable to access
 - Your instructor's name (Ex.: Dr. Charles Cooper)
 - Your course number, section and name (EX: EDU 1120 Introduction to Teaching)
 - Are you using a PC or MAC
 - Your operating system (Windows 98, NT, 2000, Vista, etc.)
 - Browser type and version (EX: Internet Explorer 7)
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