# CPSC 101 — Computer Programming II — Winter 2024

(*web links*)

**Instructor:** Dr David Casperson  **Telephone:** (250)960-6672  **e-mail:** David.Casperson@unbc.ca
**web addresses :** https://web.unbc.ca/~casper/ and follow the links.

**Topics from:** (*not necessarily in the order listed*) Memory organization. General programming concepts (discussed in Java) including generics and exception handling. Object-oriented design and design patterns. Object-oriented programming concepts, including: inheritance, overriding and overloading, and inner classes. Graphics programming (specifically using Swing in Java).

## Academic Honesty:

- Academic honesty means acknowledging the resources used to complete assignments.
- Discussing assignments with fellow students, TAs, teachers, on-campus tutors, and so on is encouraged. However,
    - your assignment solutions must contain significant content uniquely created by you, and
    - collaborations must be acknowledged.
- Use of web-resources
    - like the text-book, Moodle, **docs.oracle.com** is strongly encouraged and does not need acknowledgement,
    - like stack exchanges, reddit, *etc.,* may be useful, but must be acknowledged,
    - that provide substantially complete solutions (for pay or otherwise) is **academic misconduct**.
- Cheating and other academic dishonesty may result in
    - receiving a *grade of minus* 100%, and
    - *written notification* to the Office of the Registrar of academic misconduct.

**Text:** *Big Java: Early Objects* by Cay Horstman. 7$^{th}$ ed.

**Grading:**

| | | |
|---|---|---|
| Assignments and Quizzes | — | 15% |
| Team Project | — | 15% |
| Participation Marks | — | 8% |
| Exam 1 | — | 15% |
| Exam 2 | — | 15% |
| (Final) Exam 3 | — | 32% |

## Hours and Rooms:

| | | | | | |
|---|---|---|---|---|---|
| Lecture | **M** | **W** | **F** | 15:30–16:20 | 7-212 |
| Tutorial 2 | | | **R** | 08:30–09:50 | 5-176 |
| Tutorial 1 | | | **R** | 16:00–17:20 | 5-174 |
| Labs | **M** | **T** | | *various* | 8-456/7 |
| Office | **M** | | | 11:00–12:00 | 10-2050 |
| | | | **F** | 10:00–11:30 | 10-2050 |
| *or by arrangement.* | | | | | |

## Dates:

| | | |
|---|---|---|
| Lab Assignments | — | *approx weekly* |
| First class | — | 2024-01-03 |
| Exam 1 | — | 2024-02-07 |
| Last drop day | — | 2024-02-23 |
| Winter Break | — | from 2024-02-19 to 2024-02-23 |
| Exam 2 | — | 2024-03-06 |
| Good Friday | — | 2023-03-29 |
| Easter Monday | — | 2023-04-01 |
| Last class | — | 2024-04-09 |
| (Final) Exam 3 | — | *in* Apr 10 *to* 20 |

## General:

- Assignments are late if they are not received by the *beginning* of the lecture on the due date. See the **Late Policy** for grading of late assigments.
- The team project accounts for 15% of your mark in this course. Team meetings and other team project activities happen **outside** of scheduled class times. *Plan accordingly.*
- There will be between 4 and 8 programming assignments, the assignments being given out approximately weekly.
- Tutorial participation is mandatory.