

CS 2133: Computer Science II

Fall 2020 Syllabus

Instructor Information

Name: Vishalini Laguduva Ramnath
Office: MCS 207
Email: vlagudu@okstate.edu
Virtual Office Hours: T TH 1:00 - 2:30 pm, or by appointment

Class Information

Dates: 17th Aug - 9th Dec
Time: MWF 2:30 - 3:20 pm
Classroom: North Classroom Building 101

TA Information

Name: Nathan Crosby
email: ncrosby@okstate.edu
Office Hours: Tuesday 3:00 - 4:00 pm, or by appointment

Name: Rupali Firke
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Office Hours: Thursday 11:00 am - 2:00 pm, or by appointment

Course Description

This course continues the Java-based introduction to basic computer science concepts begun in Computer Science I. Essentially, this course covers the use of object-oriented programming to design and implement software solutions. Students will learn and understand how to design large programs to make them readable, maintainable, elegant, and efficient. In addition, students will also learn to analyze the program and predicts its efficiency. Java is the language used; it is an object-oriented programming language that was designed for developing large systems from reusable components. *Prerequisites:* CS 1113 - Computer Science I.

Online Lectures

Please note that lectures and discussions held in class may be recorded or videotaped and uploaded to Canvas. Only students enrolled in this class may access this content.

COVID Policy

All OSU students, employees, and visitors must wear a facial covering (mask) upon entering any campus building and when near or encountering others. This includes during class. Students who fail to wear their facial covering in class will be asked to leave the classroom and

return after retrieving their facial covering. Students who continuously fail to comply with this university expectation will be referred to Student Conduct for the Student Code of Conduct's Failure to Comply policy. All Student **must follow** the seating arrangement while in class. Attendance will be taken before every class starts, this will not count towards your grade. This is for the purpose of contact tracing.

Textbook,& Software

No particular book is *required* for this course. However, I would recommend the following books for reference.

Textbook1: *Walter Savitch, Java: An Introduction to Problem Solving and Programming (8th Edition)*

Textbook2: *Introduction to Java Programming, Brief Version, 10E. Daniel Liang.*

Course Outline and Tentative Schedule

Week 1	Getting Started, Java introduction
Week 2	Object Oriented Programming - Objects, Classes
Week 3	File I/O, Debugging, Testing
Week 4	Arrays, Recursion
Week 5	Inheritance, Polymorphism
Week 6	Interfaces
Week 7	Comparable Interfaces, GUI
Week 8	More GUI and Midterm
Week 9	Model View Controller
Week 10	Exception Handling, Stream IO
Week 11	Java Generics, Searching and Sorting
Week 12	Analysis of Order of Growth, Linked List
Week 13	Stacks, Queues, Heaps, Trees
Week 14	Introduction to Dynamic Programming, Regular expression
Week 15	Fall Break
Week 16	Pre-Finals week
Week 17	Finals week

Class Participation

Students are responsible for any material covered in class. Some of the material covered in class will not be in the textbook. Announcements about tests etc. will be made in class and/or by email. All the lecture recordings will be posted on Canvas. Students are to check their emails regularly (using their class accounts).

Assignments, Quizzes and Exam

- Assignments will usually be due on Wednesdays/Friday at midnight. We will often go over assignments in class the next Monday. Late assignments will be penalized 10%.

- If you need an extension on any Assignment for any reason, contact your instructor in a timely fashion, as permitted by the need.
- Assignments should be handed in to the D2L dropbox (online.okstate.edu) as a single .zip file. Your programming projects will be tested using jGrasp. Ensure proper setup for 100% grades.
- There will be two exams, a midterm and a comprehensive final. These will account for 40% of your grade, and the final counts for twice as much as the midterm. You will be permitted one sheet of handwritten notes for each.
- Academic integrity is taken very seriously. You are permitted to discuss the course material with fellow students in general terms, but the programs you write must be your own. Code copied from each other or found on the web will result in an automatic zero for the assignment, and may even result in earning an 'F!' for the course and facing academic disciplinary measures.
- There will be a Quiz at the end of every week on Canvas. It is open book and open notes.

Grading

The course grade is determined by the following components:

Midterm + Final Exam	40%
Assignment	50%
Quizzes	10%

Final grades will be assigned according to the following scale,

Grade A	90-100%
Grade B	80-89%
Grade C	70-79%
Grade D	60-69%
Grade F	0-59%

DEPARTMENT POLICIES

Drop and Add Policy: Students will be allowed to drop as long as the University permits them to do so. A grade of W or F will be determined on the basis of the points earned until that time.

Academic Dishonesty/misconduct: The Computer Science departmental policy for academic dishonesty and misconduct applies to this class. In addition, a student attempting to gain unfair advantage by keeping an examination paper longer than the time permitted is guilty of academic misconduct.

Computer Usage: The Computer Science departmental policy for computer usage applies to this class. Exceptions will be made for students whose companies permit use of company machines for academic work. Students taking advantage of the exception must have two-way email access.

Americans with disabilities act: The Computer Science departmental policy for students with

disabilities applies to this class. Anyone who has a need for examinations by special arrangements should see the instructor as the earliest possible opportunity during scheduled office hours.

Examinations/Tests: No discussion of any kind (except with the instructor) is allowed. No access to any type of written material is allowed. Students who do not comply with the described collaboration policy will receive a grade of F in the course. Furthermore, the case will be reported to the University Officials.

Important Dates

- University Holiday: 7th Sep 2020
- Midterm: 12th Oct 2020
- Last day to drop a course with no grade: 24th Aug 2020
- Academic Withdrawal Deadline: 6th Nov 2020