Abstract

Computer Science II is the follow-on course to Computer Science I, which introduced you to programming and the Java language. This class will deepen and expand your programming repertoire, and by the end you should be competent in designing, implementing and debugging medium-sized Java programs with graphical user interfaces. In addition, this class will introduce you to the science aspect of computer science, providing you with tools to analyze your programs and predict their behavior and efficiency ahead of time.

Professor

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TAs

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Course Meetings

- MWF 2:30-3:20, Agricultural Hall 108
Text

- This, or any other Java programming reference, is recommended, but not required.

Grading

- Assignments: 60%
- Project Euler programming exercises: 10%
- Exams: 30%
- Extra credit available by completing additional programming exercises
- Total grade will be modified by attendance

Grade Breakdown

- A: 90%
- B: 80%
- C: 70%
- D: 60%
- We reserve the right to curve these percentages downwards if necessary, but they will not be curved upwards. If you score 90.0%, you will earn an A.

Topics Covered

- Programming
  - Review of Java I
  - Packages
  - The class model
  - Interfaces, abstract classes, final classes, wrapper classes
  - Constructors
  - Static methods and variables
  - Arrays
  - Java data structures
  - Inheritance and polymorphism
  - Graphical user interfaces (GUIs)
  - File, command line and GUI I/O
  - Exception handling
  - Generics
  - Javadoc
  - Testing and debugging
- Theory
  - Information hiding and encapsulation
  - Recursion
  - Running time analysis and Big-O notation
– Sorting and searching
– Stacks, queues, linked lists
– Hashtables and trees

Policies

- Assignments will ordinarily be due on Wednesdays at noon. We will often go over assignments in class the next Monday, which means that any assignment turned in more than 5 days late will receive no credit. Late assignments will be penalized 10%. If a legitimate academic or medical conflict comes up, this penalty can be waived, but any such extension must be negotiated in advance.

- Assignments should be handed in to the Canvas dropbox (canvas.okstate.edu) as a single .zip file. Programs must compile and run simply from the command line, or they will not receive full credit.

- There will be two exams, a midterm and a comprehensive final. These will account for 30% 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.

- Attendance at lecture is required. An attendance sheet will be circulated during randomly selected lectures. Missing two such lectures will not affect your grade, but every additional missed attendance will penalize your final grade by one whole percentage point. Within reason, requests for excused absences will be accepted, as long as they are made in advance.

- Academic integrity is taken very seriously. You are permitted (and indeed encouraged) 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 net will result in an automatic zero for the assignment, and depending on the egregiousness of the offence may result in earning an 'F!' for the course and facing academic disciplinary measures.

- That said, you are welcome to copy code from your own previous assignments, from programming snippets that we go over in lecture, or from the textbook.

- Project Euler (http://projecteuler.net) is a web site that contains several hundred progressive mathematical problems that can be solved by writing a small program. Many of the problems require clever solutions that think about run-time analysis; your solutions should execute in about twenty seconds or less. You are required to solve ten of them of your choice over the course of the semester. In addition, you may solve up to ten more of them for extra credit, to make up for poor test or homework scores. Each successfully completed extra credit problem will raise your grade one whole percentage point. **Note:** Problem 1 on the Project Euler site will be demonstrated in class. You may not submit that problem for credit.

Class schedule

- January 16 (M): No class. Martin Luther King Day.
- January 18 (W): Course introduction
- January 20 (F): Remember this?
- January 23 (M): Object-oriented programming. Intro slide due.
- January 25 (W): Commenting and refactoring.
- January 27 (F): Testing and debugging.
January 30 (M): Recursion.
February 1 (W): Inheritance. Assignment 1 due.
February 3 (F): Polymorphism.
February 6 (M): Interfaces.
February 8 (W): Graphical User Interfaces (GUIs).
February 10 (F): Make up, catch up, or no class.
February 13 (M): More GUIs.
February 15 (W): The event loop. Assignment 2 due.
February 17 (F): Widgets.
February 20 (M): Model-view-controller architecture.
February 22 (W): Timers and animation.
February 24 (F): Make up, catch up, or no class.
February 27 (M): Exceptions.
March 3 (F): More stream I/O. Five Euler problems due.
March 6 (M): Objects and sockets.
March 8 (W): Threads.
March 10 (F): Make up, catch up, or no class.
March 13 (M): No class. Spring break.
March 15 (W): No class. Spring break.
March 17 (F): No class. Spring break.
March 20 (M): Midterm review.
March 22 (W): Midterm.
March 24 (F): Make up, catch up, or no class.
March 27 (M): Generics.
March 29 (W): Orders of growth. Assignment 4 due.
March 31 (F): Sorting. Five more Euler problems due.
April 3 (M): Collections.
April 5 (W): Linked lists.
April 7 (F): Make up, catch up, or no class.
April 10 (M): Hashes and heaps.
April 12 (W): Priority queues. Assignment 5 due.
April 14 (F): Red-black trees.
April 17 (M): Bits and bytes.
April 19 (W): Dynamic programming.
April 21 (F): Make up, catch up, or no class.
April 24 (M): Under the hood.
April 26 (W): Lambda expressions. Assignment 6 due.
April 28 (F): Regular expressions.
May 1 (M): Final exam review.
May 3 (W): Final thoughts.
May 5 (F): Make up, catch up, or no class. Extra credit Euler problems due (up to ten).
May 8 (M): Final exam (2 pm).