Course Syllabus: CS122
Instructor: John Sarkela
Office: New Science 1109
Email: jsarkela@nmu.edu

Description:
This course is a second course in the Java programming language. Students will deepen their knowledge of programming in general and the Java language in particular. Topics will focus on distinguishing between base types and reference types, objects, algorithms, simple data structures and the effective use of interfaces and inheritance. Students will also be exposed to the notion of test first programming using the JUnit framework.

Organization:
This course will consist of lecture, a number of programming projects, regular quizzes, and a final examination.

Course Objectives:
Students will be able to:
- Define new classes to create different kinds of data structures.
- Solve problems that require iterating over 2D arrays.
- Distinguish between a class and an object.
- Know when and how to use interfaces and inheritance.
- Basic debugging techniques.
- Basic knowledge of unit testing.

Required Software:
Students will have to have a JDK installed on their machine, and we will be using the Eclipse programming environment. This may be found at http://eclipse.org.

Grading:
- 30% Final Exam
- 40% Projects and programming assignments
- 20% Quizzes
- 10% Class participation

Disability Services:
If you have a need for disability-related accommodations or services, please inform the Coordinator of Disability Services in the Dean of Students Office at 2001 C. B. Hedgcock Building (227-1700). Reasonable and effective accommodations and services will be provided to students if requests are made in a timely manner, with appropriate documentation, in accordance with federal, state, and University guidelines.