CMPS 5J
Introduction to Programming in Java
Fall 2012

This course introduces programming in Java for students who have no prior programming experience. Students learn programming and documentation skills, as well as algorithmic problem-solving, and programming methodologies. Students will write small to medium sized programs. We will be working with Processing, an open source environment for Java oriented toward interactive graphics and animation.

Time and Place:  MWF 3:30-4:40 Earth and Marine B206
Class Webpage:  http://ic.ucsc.edu/~ptantalo/cmps5J/Fall12/

Instructor:  Patrick Tantalo (http://www.soe.ucsc.edu/~ptantalo/)
Email:  ptantalo@soe.ucsc.edu
Office:  E2 257
Office Hours:  MWF 10:00-12:00, or by appointment
Phone:  831-459-3898

Teaching Assistants:
Larissa Munishkina  (mlarissa@soe.ucsc.edu)
Elahe Rahimtoroghi  (elahe@soe.ucsc.edu)

Course Tutors:
Kimberly Shannon  (klshanno@ucsc.edu)
Steven Butkus  (sbutkus@ucsc.edu)
Andrew Guerra  (acguerra@ucsc.edu)

Lab Sections:  The purpose of the lab sections is for the TAs and course tutors to provide help with programming assignments and quiz preparation, as well as to provide facilities for you to work on the programs. Attendance at the secondary labs is entirely optional. A schedule of lab sections will be posted on the class webpage. Note that this schedule may be subject to change, especially within the first two weeks of the course.

Required Text:

Coursework and Evaluation:
Programming Assignments:  There will be between 6 and 8 programming assignments of varying difficulty due at irregular intervals throughout the quarter. These assignments will be submitted via ecommons. Programming assignments will not be accepted via email for any reason.
Quizzes:  We will have five quizzes, the first on Monday October 8, then every two weeks thereafter. Quizzes will be held during the last 20 minutes of the class period. A complete listing of all quiz dates, and solutions will be found on the class website.
Final Exam:  Will be held on Monday, December 10, 4:00-7:00 pm.

Coursework will be weighted as follows:

- Programming Assignments  30%
- Quizzes  30%
- Final Exam  40%
The grading scale for the class will be approximately: A+::97%-100%, A::93%-96%, A-::90%-92%, B+::87%-89%, B::83%-86%, B-::80%-82%, C+::76%-79%, C::70%-75%, D::60%-69%, F::0%-59%. Letter grade boundaries may be lowered at my discretion in order to eliminate some borderline cases.

Accommodations for Students with Disabilities
If you qualify for classroom accommodations because of a disability, please get an Accommodation Authorization from the Disability Resource Center (DRC) and submit it to me in person outside of class (i.e. during office hours) within the first two weeks of the quarter. Contact DRC at 459-2089 (voice), 459-4806 (TTY), or http://drc.ucsc.edu for more information on the requirements and/or process.

Academic Honesty:
The Baskin School of Engineering has a zero tolerance policy for any incident of academic dishonesty. If cheating occurs, consequences may range from getting zero on a particular assignment to failing the course. In addition every case of academic dishonesty is referred to the students’ college Provost, who sets in motion an official disciplinary process. Cheating in any part of the course may lead to failing the course, suspension or dismissal from the Baskin School of Engineering, or from UCSC.

What is cheating? In short, it is presenting someone else’s work as your own. Examples would include copying another student's programming assignment, or allowing your own work to be copied. You may discuss assignments with fellow students but your collaboration must be at the level of ideas only. You may freely give and receive help with the computer facilities, the Processing environment, and the Java programming language but you may not copy, paste, email, transfer or in any way share program source code. Please go to http://www.ucsc.edu/academics/academic_integrity/ to see the full text of the University's policy on Academic Integrity.