



Introduction to Java Programming

ITP 109 (2 Units)

Objective This course is intended to teach the basics of Java programming, the foundations of object oriented programming, and the process of building a project in a modular fashion.

Prerequisite None

Lecture 1.5 hrs/week

Lab 1.5 hrs/week

Course Structure Lectures on Tuesdays from 5:00 – 6:20 pm.
Labs follow lectures.

Textbooks Required:

1. *Java How to Program (6th Edition)*. Deitel & Deitel. Prentice Hall.

Grading The following point-structure will be used in determining the grade for the course. Final grade will be based upon the total points received, the highest total in the class, and the average of the class.

Class Participation & Attendance	5%
Projects	45%
Midterm	20%
Final Project	30%
TOTAL POSSIBLE	100%

Policies Exams: Exams cover material from the reading assignments, lectures, and lab projects. The exams are both closed book and closed notes. The exams will cover the material presented up to the date of the exam.

Make-up policy for exams: In order to make up for a missed exam, the student must provide a satisfactory reason along with proper documentation. Usually make-ups are allowed only under extraordinary circumstances.

Projects: It is your responsibility to turn in your projects on, or before, the deadlines as set by the instructor.

Late projects: Late submission of projects will lead to loss of points. No projects will be accepted after one week beyond the original due date.

**Academic
Integrity**

- The use of unauthorized material, communication with fellow students during an examination, attempting to benefit from the work of another student, and similar behavior that defeats the intent of an examination or other class work is unacceptable to the University.
- Although working together is encouraged, all work claimed as yours must in fact be your own effort. Students who plagiarize the work of other students will receive zero points and possible referral to the Office for Student Conduct.
- All students should read, understand and abide by the University Student Conduct Code
<http://www.usc.edu/dept/publications/SCAMPUS/governance/gov03.html>

**Students
with
Disabilities**

- Any student requesting academic accommodations based on a disability is required to register with Disability Services and Programs (DSP) each semester. A letter of verification for approved accommodations can be obtained from DSP. Please be sure the letter is delivered to me (or to your TA) as early in the semester as possible. DSP is located in STU 301 and is open 8:30 a.m. - 5:00 p.m., Monday through Friday. The phone number for DSP is (213) 740-0776.

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Course Outline

Week 1 – Introduction

- Course overview
- Intro to Java

Week 2 – Computers, Internet & the Web

Reading:

- Chapter 1

Week 3 – Java Applications

Reading:

- Chapter 2

Week 4 – Control Statements I

Reading:

- Chapter 4

Week 5 – Control Statements II

- Continuation of control statements
- Introduction to Object Oriented

Week 6 – Programming

- Classes & Objects

Week 7 – Methods

Reading:

- Chapter 6

Week 8 – Arrays

- Midterm review

Reading:

- Chapter 7

Week 9 – Midterm

Spring Break

Week 10 – Polymorphism

Reading:

- Chapter 9

Week 11 – GUI Components

Reading:

- Chapter 11

Week 12 – Advanced GUIs & Swing

Week 13 – Exception Handling

Reading:

- Chapter 13

Week 14 – File I/O

Week 15 – Wrap up and Review