COMP 306 Object-Oriented Programming and the Web Syllabus
Spring 2012

Instructor: Dr. Shushuang Man
Office: SM268 Phone: 537-6168 Email: mans@smsu.edu
Office Hours: M.W: 10:30AM-12:00PM, 1:30PM-3:00PM
T: 10:30AM-12:00PM, 1:30PM-3:00PM
F: 10:30AM-12:00PM
Lecture Meeting Hours: M.W.F: 12:30PM-1:20PM. SS228
Text: Daniel Liang, Introduction to Java Programming, Comprehensive, 8th edition, Prentice Hall, 2011, ISBN 13: 978-013-213080-6
Prerequisite: COMP166

Objectives: To learn conceptual modeling of object oriented design using UML. To learn how to design and implement both standalone and web applications using object-oriented approach on java platform. Understand inheritance and polymorphism, event and exception handling, graphics, and layouts. Gain knowledge on thread, socket and database programming.

Structure: The class consists of lectures, discussions, and coding example demonstrations. There will be frequent programming assignments, a programming project, online or in-class quizzes, a midterm and a final exam during the semester. The quizzes will be announced one class period before each quiz. Students should read book before and after class for each topic covered in a class period. Quizzes are based on Text.

Grading:

Assignments/project: 20% **Quizzes: 25%**
Midterm: 25% **Final Exam: 25%** **Attendance: 5%**

Policies: You are expected to attend all of the classes for this course. If you have to miss a class for any reason, you are responsible for all material covered in lectures as well as assignments in your absence. **No make ups for quizzes**. If you must miss an exam with a reasonable excuse, you will need to contact the instructor before the exam in order to schedule a make-up. **Assignments and project have to be submitted through corresponding D2L drop box before its deadline.** A Drop box will be closed after its specified deadline. **Late submission of assignments and project will NOT be accepted**. You can work in teams on some of the programming assignments and the project. The grade that a team member received for an assignment/project depends on both the quality of the assignment/project and how much contribution the team member made toward the assignment/project. Therefore, team members of the same team for the same assignment/project may receive different grades. Each team has to document the works team members have done. You are to work alone on all quizzes and exams. You should be familiar with the SMSU's academic dishonesty policy. Evidence to the contrary may result in failure in the course and/or other penalties.

Tentative Schedule

Week 1	Chapter 6 Single-Dimensional Arrays
	Chapter 7 Multidimensional Arrays
	Chapter 8 Objects and Classes
Week 2	Chapter 9 Strings and Text I/O
	Chapter 10 Thinking in Objects
Week 3	Chapter 11 Inheritance and Polymorphism
	Chapter 12 GUI Basics
Week 4	Chapter 13 Exception Handling
	Chapter 14 Abstract Classes and Interfaces
Week 5	Chapter 15 Graphics
	Chapter 16 Event-Driven Programming
Week 6	Chapter 17 Creating User Interfaces
	Chapter 18 Applets and Multimedia
Week 7	Chapter 19 Binary I/O
	Chapter 21 Generics
Week 8	Chapter 22 Java Collections Framework
	Chapter 29 Multithreading
Week 9	Chapter 30 Networking
	Chapter 31 Internationalization
Week 10	Chapter 32 JavaBeans and Bean Events
	Chapter 33 Containers, Layout Managers, and Borders
Week 11	Chapter 34 Menus, Toolbars, Dialogs, and Internal Frames
	Chapter 35 MVC and Swing Models
Week 12	Chapter 36 JTable and JTree
	Chapter 37 Java Database Programming
Week 13-14	Team Project
Week 15	Team Project Presentation & Review for Final Exam

Final Exam: May 2nd, W., 8:00AM-9:50AM ss228