

# CIS 214 Programming II: Java

*faculty.harford.edu/faculty/achapin/214*

A. C. Chapin  
achapin@harford.edu

## office hours

Joppa 135  
MW 11:30-1:00  
TR 1:00-1:30 & 3:40-4:10

## graded work:

### classwork: 45%

class participation,  
short programs,  
problems, short answer questions,  
group work

### homework: 45%

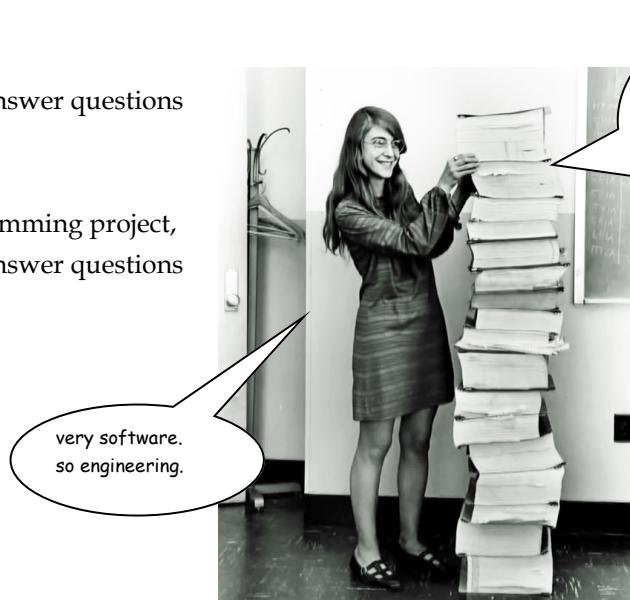
longer programs,  
problems, short answer questions

### final: 10%

take-home programming project,  
problems, short answer questions

## Tentative Topics List

Hello World	Inheritance
Variables and Operations	Polymorphism
Creating Classes and Using Objects	Abstract
Memory	Interfaces
Class Methods	Strategy Pattern
Conditionals (if, switch, inline)	Collections
Loops (for, while, do-while)	Generics
Methods	Exceptions
Arrays (Primitive, Object, Multidimensional)	Files
Static	GUIs
Enumerations	Lambda Expressions



required text:  
Java: How to Program  
(10th edition,  
early objects)  
by Deitel & Deitel  
Pearson, 2014  
ISBN 978-0133807806

These policies are explained further in the FAQ on the class page.

grading:

- All work will be graded on correctness, clarity, application of course concepts, and professional presentation, as well as criteria specific to each assignment.
- Programs will be graded not only on whether they create correct output, but whether they apply course concepts (as specified for each assignment), exhibit good programming style and practices, and follow class format requirements.

other issues

- Cheating on any assignment will result in a score of -100 (*negative* one hundred percent) for that assignment. Turning in a text answer directly quoted from **any** source is considered cheating, even if the quote is cited.
- Example code will frequently be provided for you to modify or use as a model. All other code should be your own work, unless specified otherwise in the assignment.
- Distracting or disruptive behavior in class (including talking, browsing the internet, cell phone use, etc) can negatively affect the grade, and the guilty student(s) may be required to leave the classroom.
- Communication about the class should be sent via your



I was today years old when I learned all this and more is in the FAQ on the class page.

absences

- It is your responsibility to get missed notes and assignments from another student, not from the instructor.
- Classworks must be done in class, and missed classworks cannot be made up outside class.

turning in work:

- Late work will not be accepted for credit.
- Most work will be turned in by BlackBoard. When work is assigned to be turned in through BlackBoard, it will not be accepted for credit via other means.
- Work that does not open normally in the NetBeans IDE will not be accepted for credit. (This includes failing to submit all the required files, or submitting damaged files).
- If work is assigned for groups, you will be penalized for not working on it in a group. If you arrive late or leave early, you may be required to work alone, and incur this penalty. If you leave early, leaving other group members to finish without you, you may lose all credit on that classwork. Extra credit on group work must be done in the same group.
- If class is cancelled due dates do not change.
- Powerpoint files used in class will not be made available to students except by arrangement through Disability Services. Notes / annotated example code will be provided instead.

**basic format requirements**

- every method should have a brief comment saying what it does, and further comments should be provided to clarify anything not obvious
- variables should have meaningful names
- all compound statements (if, while, etc) should have curly braces, even if only containing one line
- code inside classes, methods, and compound statements should be indented one level each time
- very long methods should be broken up

```
/* vintage meme */
public class Doge {
    private String name;

    // print, based on name
    public showMessage() {
        if (name == null) { // name not set!!
            System.out.println("so null pointer, much error");
        } else if (name.equals("Shiba Inu")) {
            System.out.println("wow. such original");
        } else {
            System.out.println(this.name +
                ", very java, many code");
        }
    }
}
```