<u>**Title of Course**</u>	**CSC 210**
Computer Programming II	**Lect hrs/Wk: 3**
Spring 2013	**Lab hrs: 2**
	Credits: 4

<u>Course Description</u>

This is a second course in programming which will further develop those skills gained in CSC 110. Students will be introduced to GUI Applications, Arrays and ArrayList class. Additional programming topics such as Inheritance, Polymorphism, and Text Processing and Wrapper classes will also be covered.
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<u>Prerequisites</u>

Basic skills- ENG 088; ESL 094; ACR 094; MAT 012/ 051; CSC 110 (Computer Programming I) or departmental approval

<u>Learning Outcomes and Assessment</u>

After completing this course, students will be able to:

- **Outcome:** Design and develop code using arrays and Wrapper Classes.
  Assessment: Programming projects, lab exercises and exam questions
- **Outcome:** Design and implement Graphical User Interface (GUI) applications and develop event driven code.
  Assessment: Programming projects and lab exercises
- **Outcome:** Describe inheritance, write inherited classes and give reasons for using inheritance and polymorphism
  Assessment: Lab exercises, exam questions and programming projects
- **Outcome:** Write code that detect and handles Exceptions
  Assessment: Programming projects and exam questions
- **Outcome:** Identify the characteristics of OOP and create objects to solve problem
  Assessment: Programming projects and lab exercises

<u>General Education Outcomes and Assessment</u>

- **Quantitative Skills –** Students will use quantitative skills and concepts and methods of mathematics to solve problems
  Assessment: Use formulas and concepts of mathematics to solve problems in programming assignments
- **Information and Technology Literacy –** Students will collect, evaluate and interpret information and effectively use information technologies
  Assessment: Use a high-level computer programming language to create application software

<u>Required Text & Readings</u>

Textbook:	**Starting Out With Java: From Control Structures through Objects 5th edition**
Author :	**Tony Gaddis**
Pub:	**Addison Wesley**
ISBN-13:	**978-0-13-285583-9**
ISBN-10:	**0-13-285583-6**

<u>Other Resources</u>
Flash drives are recommended.

Evaluation & Requirements of Students

Exam 1/Quiz	25%
Exam 2/Quiz	25 %
Final	30%
Homework/Project	10%
Instructor Evaluation	10%
	100%

College Attendance Policy

At BMCC, the maximum number of absences is limited to one more hour than the number of hours a class meets in one week. For example, you may be enrolled in a three-hour class. In that class, you would be allowed 4 <u>hours</u> of absence (not 4 days). In the case of excessive absences, the instructor has the option to lower the grade or assign an F or WU grade.

Academic Adjustments for Students with Disabilities

Students with disabilities who require reasonable accommodations or academic adjustments for this course must contact the Office of Services for Students with Disabilities. BMCC is committed to providing equal access to all programs and curricula to all students.

BMCC Policy on Plagiarism and Academic Integrity Statement

Plagiarism is the presentation of someone else's ideas, words or artistic, scientific, or technical work as one's own creation. Using the idea or work of another is permissible only when the original author is identified. Paraphrasing and summarizing, as well as direct quotations require citations to the original source. Plagiarism may be intentional or unintentional. Lack of dishonest intent does not necessarily absolve a student of responsibility for plagiarism.

Students who are unsure how and when to provide documentation are advised to consult with their instructors. The library has guides designed to help students to appropriately identify a cited work. The full policy can be found on BMCC's web site, www.bmcc.cuny.edu. For further information on integrity and behavior, please consult the college bulletin (also available online).

Outline of Topics

Review of Topics from CSC 110
Ch 12: A First Look at GUI Applications
Ch 07: Arrays and the `ArrayList` Class
Ch 08: A Second Look at Classes and Objects
Ch 09: Text Processing and More about Wrapper Classes
Ch 10: Inheritance
Ch 11: Exceptions and Advanced File I/O (optional)