

CpS 209 Object-Oriented Programming II

College of Arts and Science

Spring 2023

Instructor: Sarah Gothard, Ph.D. Email: sgothard@bju.edu
Office: Alumni 84 Telephone: (864) 242-5100 ext. 8152
Office Hours: F 8:10 - 8:50 am (937) 321-5167 for urgent texts
MWF 2:00 - 2:30 am
MWF 12:00-12:50 pm(by appointment)

Course Information

Introduces fundamental concepts needed to support the development of desktop applications. Topics include GUI frameworks, object-oriented design with design patterns, model-view architecture, introductory generic programming, and functional programming techniques. *Prerequisite: CpS 110.*

Program Learning Outcomes (PLO):

- Write, debug, and test programs using the object-oriented paradigm
- Describe and apply standard object-oriented Design Patterns
- Develop graphical event-driven programs using a professional IDE and GUI framework

Course Resources

Website: Please keep up with the course page at <https://bju.instructure.com/>

Readings:

Java All-in-One for

Dummies (JFD): <https://ebookcentral.proquest.com/lib/bju/reader.action?docID=16880>
[16Links to an external site.](#)

Grading

Qty	Item	Points	Total	Scale:
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7	Quizzes	10	50	A	90-100%
10	Labs	10	100	B	80-89%
5	Programs	70	350	C	70-79%
1	Team Project	120	120	D	60-69%
2	Lab Tests	70	140	F	<60%
3	Written Tests	80	240		
Total Points:		1000			

Programming Assignments: There are two types of assignments in the class: labs and programs. Labs are small-scale assignments that typically take an hour or two to complete. Programs are larger-scale assignments that will likely take many hours (10-15 or more). Programs are graded as follows:

- **60% Correctness:** Program produces correct results; runs according to specification. Attention to the program specification is very important here.
- **20% Style:** Code is written according to style guidelines and instructor's design requirements. Consistency and attention to detail are important. The goal is clear, easily understandable code, thoughtfully commented.
- **15% Reports:** Each program and project submission must be accompanied by a written report.
- **5% Submission:** Program assignment submitted according to instructions.

Course Policies

In this course, topics builds on the previous topic. Thus, if you fall behind, you will struggle with new content. For this reason, I do not accept late work. Work is due at the deadline. **Late work receives a 0.** Notify me immediately if a situation arises necessitating an **extension**. Early, impressive work is encouraged and may result in extra credit.

Students are required to submit a reasonable attempt for all programming assignments, even if the attempt is too late to receive credit. Failure to submit a reasonable attempt

for one or more assignments may result in a penalty of up to one letter grade on the final course grade.

Do not share class notes with anyone who is not enrolled in the same class section as you are during the same semester.

Professionalism

University classes are a place to sharpen your professional habits. Arrive on time. Dress appropriately. Engage with the material. Take pride in your work. Build relationships. Encourage growth in others.

University Policies

Handbook Policies

Compliance with student handbook policies is expected during class.

Attendance Policy

You are expected to attend class and be on time: <https://home.bju.edu/bju-policies/> [Links to an external site.](#). A partial attendance will be recorded when you miss the beginning or end of a class. If you miss more than 15 minutes of class, you will be marked absent. Students who exceed the 3 allowed absences may be withdrawn from class.

If you need to miss class any reason, please contact me as soon as possible. Assignments and tests should be completed before planned absences.

Accommodations for Students with Disabilities

Students are required under Section 504 to communicate the need for accommodations and provide documentation to the Academic Resource Center Accommodations Office in AL 213. Visit <https://success.bju.edu/> [Links to an external site.](#) for more information. Students are encouraged to seek an appointment in the first week, as accommodations are not provided retroactively.

Academic Honesty and Integrity Policy

See the Computer Science Department's Academic Integrity Policy:

<https://cs.bju.edu/academics/policies/academic-integrity-policy/> [Links to an external site.](#)

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Curriculum Information

Context

This course supports the following objectives of the Computer Science and Information Technologies programs:

CS 1. Design and implement solutions to practical problems

CS 8. Demonstrate understanding of fundamental concepts in the student's discipline

Learning Objectives

Objective	Content	Assessment
Write, debug, and test programs using the object-oriented paradigm (CS 1)		Programs 1-5 Lab Tests 1, 2 Test 1
Describe and apply standard object-oriented Design Patterns (CS 8)		Programs 3, 4; Test 3
Develop graphical event-driven programs using a professional IDE and GUI framework (CS 1)		Programs 1-5; Test 2