This course covers the following topics:

- Introductory Java programming
- Classes, objects, and interfaces
- Inheritance, abstraction, and composition
- Subtypes and generics
- UML diagrams
- Design patterns
- Exception handling
- Introductory software engineering

Instructor: Christopher Siu, cesiu@calpoly.edu

Lectures: Section 01: MWF, 8:10am–10:00am, Engineering West (021–205)
Labs: Section 02: MWF, 10:10am–12:00pm, Computer Science (014–301)
Office Hours: MWF, 1:10pm–3:00pm, TR, 9:10am–12:00pm, Computer Science (014–240)
Course Website: You will find all course information on PolyLearn. This syllabus is at https://users.csc.calpoly.edu/~cesiu/csc203/syllabus.pdf

Supplementary Texts:
E. Gamma, R. Helm, R. Johnson, J. Vlissides. Design Patterns. Addison-Wesley, 1995.

Grade Breakdown:
You must average at least 50% credit on the project in order to receive a grade of ‘C’ or better.

<table>
<thead>
<tr>
<th>Labs (10)</th>
<th>10%</th>
<th>A 92%</th>
</tr>
</thead>
<tbody>
<tr>
<td>each</td>
<td>1%</td>
<td>B 82%</td>
</tr>
<tr>
<td>Quarter-Long Project</td>
<td>40%</td>
<td>C 72%</td>
</tr>
<tr>
<td>Project Milestones (4)</td>
<td>28%</td>
<td>D 60%</td>
</tr>
<tr>
<td>Final Project Submission</td>
<td>12%</td>
<td>F below 60%</td>
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<tr>
<td>Midterm Exams (2)</td>
<td>20%</td>
<td>-plus and -minus grades at 2% offsets.</td>
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<tr>
<td>each</td>
<td>10%</td>
<td>Rounding done on a case-by-case basis.</td>
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<tr>
<td>Final Exam</td>
<td>30%</td>
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</table>

Labs:
Labs are shorter programming assignments on which you are allowed and encouraged to collaborate. Your lab source code must be submitted via GitHub Classroom by the end of the day on which the lab is due. On the day a lab is due, it will be automatically graded seven times:

- 6:00am, 9:00am, 12:00 noon, 3:00pm, 6:00pm, 9:00pm, and 12:00 midnight

There will be no late labs accepted. Hand in what you have on the day it’s due.

Project Milestones:
You will be assigned five projects that, together, form one quarter-long project. Projects are longer, more complex programming assignments which must be completed individually. Your project source code and documentation must be submitted via GitHub Classroom. Projects will be manually graded both on functionality and on code quality, including efficiency, style, decomposition, and documentation.
Projects may be submitted up to one class day late at a penalty of 30%.
Important Dates:

- Midterm I: Friday, August 9\textsuperscript{th} (in lecture, 8:10am–9:00am)
- Midterm II: Friday, August 23\textsuperscript{rd} (in lecture, 8:10am–9:00am)
- Final Exam: Friday, August 30\textsuperscript{th} (in lecture and lab, 9:10am–12:00pm)

Who to Contact:
Contact your fellow students if you have missed class and want to know what was covered; I will not reiterate lectures if you miss class. Contact me with all other questions, including any questions about grading.

Students with Disabilities:
If you have a disability for which you are or may be requesting an accommodation, you are encouraged to contact both your instructor and the Disability Resource Center, Building 124, Room 119, at (805) 756–1395, as early as possible in the term.

Classroom Etiquette:
You are free to use computers, tablets, phones, or other electronic devices in the classroom, except during quizzes and exams. However, out of respect for your classmates, please silence your devices and consider sitting in the back. If I feel that you are distracting your classmates, I may ask you to put away your device(s).

\footnotesize{https://www.sciencedirect.com/science/article/pii/S0360131512002254}

Attendance:
Attendance is always expected but only required on days when an exam is given.

Academic Integrity:
The university does not condone academic cheating or plagiarism in any form. Students are expected to behave in accordance with the university’s expectations. I encourage you to collaborate in your lab assignments; however, exams and projects must be solitary efforts. Collaboration includes but is not limited to:

- Copying even a single line of another student’s code or of code found online
- Reading, writing, or discussing any part of another student’s code
- Transferring, publishing, or otherwise distributing your code to other students

Cheating requires, at minimum, a grade of ‘F’ given for the assignment, exam, or task.

\footnotesize{\textsuperscript{1}Portions of this course adapted from material by Dr. Aaron Keen, Dr. Zoë Wood, Paul Hatalsky, and Julie Workman.}
\footnotesize{\textsuperscript{2}I reserve the right to review your submitted code manually and adjust your automated grade accordingly.}