



CSIS 1850
Object Oriented Programming/Multimedia
Fall 2015
2 Credit Hours

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MW 7:00-8:00 AM, TH 7:30-8:30 or by appointment

Salt Lake Community College is committed to fostering and assessing the following student learning outcomes in its programs and courses:

- Acquiring substantive knowledge in the field of their choice
- Developing quantitative literacy
- Developing the knowledge and skills to be civically engaged
- Thinking critically
- Communicating effectively

Recommended Prereq: ART 1800.

Required Textbook and Materials:

- Java How to Program, Early Object, 9th ed, Deitel and Deitel.
ISBN-13: 978-0-13-257566-9
ISBN-10: 0-13-257566-3
Prentice Hall, 2012
- Storage device for saving files

Course Description

A course designed to teach the basics of computer language skills for multimedia production. Emphasis will be placed on the design and implementation of complex variables in multimedia applications.

ACBSP

The Computer Science and Information Systems program is accredited by the Association of Collegiate Business Schools and Programs (ACBSP). This accreditation facilitates transfer of credits to four-year universities and colleges and is recognized by employers.

Americans with Disabilities Act

If you have a disability that may impair your ability to successfully complete this course, please contact the Disabilities Resource Center at 957-4659.

Course Organization:

The course will consist of discussion, lecture, demonstration, and hands-on laboratory experience. Example will be demonstrated. Projects will require implementation of concepts discussed in class.

Course Policy:

If you are going to miss an examination, you must notify me in advance of the examination if you expect to take a makeup exam. Assignments and homework will be assigned in class. Strict due dates will be observed. Late assignments and homework will be marked down at a rate of 10% the first week 50% the second week. After 2 weeks late, assignments may not be turned in.

Cheating - It is expected that students will conduct themselves with integrity. If you cheat or assist others in cheating, you violate a trust.

Cheating includes but is not limited to the following:

- copy files or lend your storage device to another student
- copy answers on exams or glance at nearby exams
- print work for someone else
- turn in assignments that have been used in other classes
- purchase or sell assignments or exam materials

If you cheat, some or all of the following actions will be taken:

- You will receive a lower point score up to and including a zero for that particular assignment or exam.
- A report of the incident may be forwarded to the Dean of Student Services. The Dean may file the report in your permanent record and/or take further disciplinary action.

Classroom Rules of Conduct

- Be respectful of your instructor and fellow classmates at all times.
- As a courtesy, please do not talk, type or print while the instructor is talking to the class or when a student is asking a question which pertains to the class.
- Refrain from “surfing” the Web during class, unless directed by your instructor.

- Turn off cell phones.
- Refrain from bringing food and drink into the classroom.
- You are encouraged to work together to solve problems. However, you must complete your own work.

Withdrawals:

- Students are responsible for dropping or withdrawing from classes they are not attending nor intending to complete in the current semester.
- Students may withdraw from classes through the ninth week of the semester or fifth week of summer term.
- Withdraw from class after the third week of school will be shown as a "W" on the transcript and not calculated in the grade point average. Students who stop attending class without following the formal drop or withdraw procedures by the published deadlines will receive a failing grade ("E") for the course with a last date of attendance recorded.
- Exceptions to the withdrawal deadline may be granted by a division chair or dean in extenuating circumstances beyond the student's control with appropriate documentation. Such circumstances are defined as:
 - Illnesses or injury which prevent students from attending classes for an extended period of time;
 - A death in the immediate family;
 - Circumstances requiring students to alter course schedule to secure, maintain, or change employment;
 - Change in work schedule as required by employer; other similar emergencies.

Lab Use:

If you plan to use the computer lab, you will be required to:

1. Obtain a SLCC picture ID.
2. Follow all lab rules and regulations. To reiterate a few:
 - NO FOOD IN THE LAB
 - DO YOUR OWN WORK

Grading:

Regular class attendance will maximize your computer skills for your personal and professional future.

You will be evaluated based on your combined performance on homeworks, projects and exams.

Your ability to understand and follow the directions in the text thoroughly will be an essential component for successful completion of the projects/homework.

- Projects 30%
- Homework 30%
- Midterms 20%
- Final 20%

The final grade is your accumulation of class points divided by the total points in the course. A percentage is obtained and the letter grade is as follows:

Grade	Percentage	Grade	Percentage	Grade	Percentage
A	93 - 100%	B-	80 - 83%	D+	67 - 69%
A-	90 - 92%	C+	77 - 79%	D	64 - 66%
B+	87 - 89%	C	74 - 76%	D-	60 - 63%
B	84 - 86%	C-	70 - 73%	E	Below 60

Schedule:

Week	Chapter	Topics
1	1	Introduction to Computers and Java
2, 3	2	Introduction to Java Applications
3, 4	3	Introduction to Classes, Objects, Methods and Strings
5, 6 Midterm 1	4	Control Statements: Part 1
7, 8	5	Control Statements: Part 2
9, 10 Midterm 2	14	GUI Components: Part 1

11, 12	15	Graphics and Java 2D
13, 14	23	Applets and Java Web Start
15, 16 Final	24	Multimedia: Applets and Applications

Some classes may need to modify this schedule to meet specific needs.