CSCI 1302 Programming Principles II

Course Description
A continuation of CSCI 1301 problem solving methods and algorithm development. The emphasis is program development, advanced programming techniques including recursion, objects, and file processing. Also includes classes, templates, and polymorphism.

Prerequisite(s): CSCI 1301 Programming Principles I (grade of C or better).
Textbook: Visual C#: How to Program
Deitel & Deitel; 6th Edition

Grades: Final grade is determined by performance on the following:

Test #1	25 %
Test #2	25 %
Assignments	10 %
Final Exam	40 %

No late assignments are accepted.

Course Grade Scale:				
	A	92 -	100	After each exam, I adjust the grading scale if necessary.
	B	84 -	92	
	C	74 -	84	
	D	64 -	74	
	F	0 -	63	

Attendance: You are strongly encouraged to attend class. I do not repeat lectures or provide notes. You are responsible for all class material whether or not you attend class. If you stop attending class, I have the right to withdraw you. However, withdrawing from the class is the responsibility of the student. Do not assume I will drop you from the class. If you stop attending after midterm, I will give you a WF.

Academic honesty is everyone's responsibility. Therefore, please familiarize yourself with the section on academic honesty in the Student Manual and Academic Policy. Academic dishonesty – cheating on exams, plagiarism of the work of others, unapproved collaboration on graded work, and the like – is not tolerated. Depending on the nature and severity of the problem, a student who is guilty of any such violation may be: 1) withdrawn from the course with a grade of WF (counted as an F in the GPA); 2) given a grade of zero on the assignment; 3) given a grade of F in the course; or 4) otherwise penalized, at the discretion of the faculty member.

Make-up Policy: No make-up exams are given. If, due to extraordinary circumstances, a student misses a class when an exam is scheduled, the instructor must be notified at least a week in advance unless it is some type of emergency. A student may be required to submit documentation. If the absence is an excusable absence, the weight of the missed exam is placed onto the final exam's weight.

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Office Hours:	See Web page	Assignments:	**On D2L course page**

Cyber Resource Center: http://guides.augusta.edu/friendly.php?s=cyber
USG guidance on House Bill 280: http://www.usg.edu/hb280

Preliminary Course Schedule*

Book Sections	Topics
3, 4.1-5, 4.8,5.1-11, 6.1-4, 6.7-10, 7.1-5	C# Review – control structures, classes
4.6, 4.7 10.10, 10.9	Class Properties Constant, Read Only, Static
8.5 13.1-13.5	Exception Handling Try, Throw, and Catch finally clause Data Validation
8.1-8.8 8.9-8.10	Arrays – One Dimensional Linear and Binary Searching Arrays – Two Dimensional Jagged Arrays
 19.3-19.4 9.4	Lists Linked List .Net List Class
7.17	Reference vs. Value Types
7.18, 8.11	Parameter Types – ref, out, Optional, Names, Variable length
	Exam #1
11 12 12.4	Inheritance Polymorphism Virtual Methods Abstract Base Class and Methods
12.7	Interfaces
16	String Processing []'s, Substring, Split, Equals, CompareTo, StringBuilder
17	Files and Streams Writing to and Reading from Files Random access
14	GUI – Events, WinForms, Controls
	Exam #2
7.16, 18.2.2	Recursion – Binary search
4.3.7 4.6.3 11.2	Unified Modeling Language Class Diagram Relationships Association, Aggregation, Composition, Generalization
21.9	Lambda Expressions

Subject to change

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