

Randy Appleton's CS122 Syllabus

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What

This class covers two topics. First, we gain more skill at programming in Java. That's pretty easy since you all know how to program in Java. The main part of this class covers algorithms. We start with simple ideas, and more to more complex ones. Students should have a reasonable idea how to program, but need not be experts (yet!).

Grades

Grades are assigned from programs/labs (33%), a midterm or two (33%), and a final(33%). The tests will cover everything from the book or mentioned in class. There might be a quiz at the end of every chapter or two (always pre-announced). Each quiz counts for very little towards the total grade. Hopefully the quizzes will let you know how you are doing while there is still time to change it, and let me know what subject areas I need to review. About 1/3 of you will get an 'A', one third a 'B', and the rest 'C's.

Late Policy

I hate late assignments!!! However, it is much better to turn something in late rather than not at all. The late penalty is one letter grade per two workdays late. If there was some unavoidable reason you could not turn a project in on time (i.e. car crash, snow day, etc.) just ask me to waive the penalty. I'm pretty lenient.

The Class Web Page

You can find the main page for the class at <http://euclid.nmu.edu/~randy/Classes/CS122>. This site contains examples of old tests, class notes, sample code, and a worksheet of everyone's grades so far (anonimized, of course). The grade sheet will show how you are doing compared to everyone else. The class email list is at <http://www.egroups.com/group/nmu-cs122>. Your first assignment is to subscribe to the list, and mail to the list an appropriate joke of your choosing.

The Book

GUI Java by Peterson and Poe. The finest book ever written on any computer subject. You can get it at the book store.