

MONTGOMERY COLLEGE
Rockville Campus
Engineering, Physical and Computer Sciences Department
CMSC141 Intermediate Programming

Instructor Information

Name:	Office Location:
Mailbox Location:	Office Phone:
Email:	Office Hours:

Course Information

Semester:	Course CRN:
Class starts:	Class ends:
Class Room:	Final Exam:
Class Meetings:	
Check MyMC class schedule for your Specific Deadline to Drop without a grade W or to change from audit to credit or from credit to audit.	Check MyMC class schedule for your Specific Deadline to drop a class with a W grade.
Online via Blackboard and MyProgrammingLab.com	Check MyMC class schedule for your Specific Refund Deadlines.

This is online course via Blackboard. All the course work occurs online. Active participation in the online activities and completion of all homework and online assignments is required to pass this course. Log onto the course at least three times per week and demonstrate presence through posting and interaction. You will use a standard Java compiler and Java IDE, such as Eclipse to do Projects and submit them in the Blackboard. You will use Oracle Academy "Java Foundations" course materials to do course projects, practice exercises. You will be required to submit them in Blackboard. Instructor will provide you with accounts and default passwords.

Course Description

Designed for students with prior programming experience. This course covers topics such as control structures, data types, functions/methods, arrays, and introduction to objects.

PREREQUISITE(S): *A grade of C or better in CMSC 140 or consent of department. One hour each week. 1 semester hour*

Outcomes

#	Upon course completion, a student will be able
1.	Demonstrate ability to select and apply the appropriate control structure
2.	Demonstrate ability to select and apply the appropriate loop constructs
3.	Demonstrate use of the arrays
4.	Demonstrate understanding of objects
5.	Demonstrate ability to write various kinds of functions/methods.

Course Materials

- Required (free for MC students):
 - Oracle Academy "Java Foundations" course materials (instructor will provide login details)
- Optional:
 - Lynda.com www.montgomerycollege.edu/lynda (Free for MC students: use MyMC user id and password)
 - Think Java (How to Think Like a Computer Scientist) Author: Allen B. Downey
<http://greenteapress.com/thinkajava/thinkajava.pdf>

Technical Requirements for This Course

- Eclipse: See for download <https://www.eclipse.org/oxygen/>
- Java SE Development Kit 8:
<http://www.oracle.com/technetwork/java/javase/downloads/jdk8-downloads-2133151.html>

Grade Basis

Final Exam	25%
Online Discussions	10%
Quizzes	10%
Practices (Programming Projects)	40%
Exercises	15%
Total:	100%

Grading Scale:

90 - 100%	A
80 - 89%	B
70 - 79%	C
60 - 69%	D
Below 60%	F

General Class Policies

- ❖ You are responsible for all work missed, and for meeting assignment due dates when absent. Please call or email your instructor if you are going to be late or absent.
- ❖ You are strongly encouraged to contact your instructor at home by phone or e-mail if you are having difficulties or have any questions about assignments.
- ❖ All assignments are expected to be the result of your own efforts, not the collaboration with others. Plagiarism or turning in an assignment which is essentially identical to that of another student will result in a zero for that assignment, with no opportunity to make up the grade.
- ❖ Please include your name and the course information in the submitted assignments.
- ❖ Assignments are considered incomplete, if they do not contain reasonable comments, or they are turned in late.
- ❖ There is always a means to submit your assignments on time. Be creative, be persistent, and keep your instructor informed!
- ❖ All assignments must be turned in on or before the due dates to receive full credits.
- ❖ **Missed Tests, Quizzes, Projects and Discussions.** As a rule: NO MAKEUPS without a doctor's excuse. If the final exam is not taken, the student will receive a grade of F for the course.

Course Topics

Topics

Chapter 1 Introduction to Eclipse Using the debugger

Chapter 2: Data Types

Chapter 3 Decision Structures

Chapter 4 Loops

Chapter 5 Methods

Chapter 6 Objects

Chapter 7 Arrays

Review for the Final Exam

Final Exam