NOTE: the last day to enroll in classes (including this class) is Friday, August 25

This is your second course in programming. We will focus on abstraction and programming methodologies including: inheritance, abstract data types, integrated development environments, unit tests, test driven development, and ethics.

By the end of this course, you should be able to:

• Analyze simple computing problems and define the requirements that are appropriate to their solution.

• Apply design and development principles to the implementation of a solution to the computing problems. Specifically, implement a program in Java using abstract data types and objects.

• Demonstrate sophisticated use of objects, inheritance, polymorphism, and generics in Java programming.

• Evaluate and analyze the correctness of your implementations, and use this information to make further implementation changes.

• Use an integrated development and debugging environment, including unit tests.

• Evaluate and analyze the professional, ethical, legal, security and social issues that are faced by computer scientists, specifically in the areas of intellectual property rights and privacy.

ABET Student Outcomes to be addressed:

• B: An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution

• C: An ability to design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs

• E: An understanding of professional, ethical, legal, security, and social issues and responsibilities.

• K: An ability to apply design and development principles in the construction of software systems of varying complexity

Prerequisites: CS 1323 and Mathematics 1823. You are expected to have a working knowledge of Java, including a familiarity with its basic data types and control structures, and an understanding of basic program abstraction and organization. If you do not have a solid understanding of these skills, then you need to revisit the material from CS 1323 before attempting this course.
Instructor: Prof. Andrew H. Fagg
Office: DEH 243 (Computer Science Department)
Email: andrewhfagg--gmail.com
Phone: 325-8606
Office Hours: see http://www.cs.ou.edu/~fagg/office.html

Teaching Assistants:

- Monique Shotande; Email: monique.shotande -- ou.edu
- Manvir Kaur; Email: Manvir.Kaur-1 -- ou.edu
- Vishnu Medisetty; Email: vishnuvikash -- ou.edu
- Stephen Thung; Email: sthung -- ou.edu
- Sravani Veluru; Email: sravani -- ou.edu

All TAs will be holding their office hours in DEH 115.

Office Hours: see http://www.cs.ou.edu/~fagg/office.html

The instructor and all of the TAs can be contacted using the following email address: cs2334 -- googlegroups.com

Lecture Time: M/W 1:30-2:45
Lecture Location: Dale Hall 128

Lab Times (you must be registered for one and you must attend the one in which you are registered):

- Section 011: Thursday 8:30 - 10:20 (M-207 Sarkeys Energy Ctr)
- Section 012: Thursday 12:30 - 2:20 (M-207 Sarkeys Energy Ctr)
- Section 013: Thursday 3:00 - 4:50 (M-207 Sarkeys Energy Ctr)
- Section 014: Thursday 5:00 - 6:50 (Dale Hall 107)

Required Textbooks and Resources:

  - Book code: OUCS2334FaggFall2017
  - Book rental cost: $48 (good until January 04, 2018)
  - When you create your Zyante account, you must use your permanent OU email address (the one with your full name, not your alias). We will otherwise be unable to match your Zyante grades with your Canvas identity.
  - Account creation instructions
• **A Gift of Fire: Social, Legal, and Ethical Issues for Computing and the Internet**, Sara Baase, Fourth Edition

• We are using **Top Hat** as an interactive classroom tool during the semester. This tool interfaces to your laptop and your cell phone (smart or not). All students are required to sign up for the Top Hat service ($26 for the semester for all classes; $38 for 12 months of access or $75 for your academic career). Those enrolled in the class will receive an email invitation to join our Top Hat class (please wait for this email).

Students must read the assigned readings and complete the associated exercises ahead of the class period (see the [class schedule](#)). Students should always make sure to have access to the textbooks and Top Hat during class periods, including both lectures and labs.

---

**Important Pages**

Note: we will add to this list during the course of the semester.

• [Course Syllabus](#)

• [Semester Schedule](#)

• [Lecture Notes](#)

• [Using Web-Cat](#)

• [Canvas](#)

• [Code from class](#)

• [Labs](#)

• [Projects](#)

• [Java References](#)
  - [Java JDK 8 Documentation](#)
  - [Java JDK 8 API](#)
  - [Eclipse tutorial](#)

• [Ethics References](#)
  - [ACM Code of Ethics](#)
  - [Free Software](#) (as conceived by Richard Stallman)
  - [Open Source Software](#)

• [Placing out of this course](#)

• [Other References/Tools](#)
- **Umlet**: a tool for constructing UML diagrams
- **UML for Java Programmers**: a text on UML diagram standards (the first 3 chapters are most interesting for us)

 andrewhfagg -- gmail.com

Last modified: Mon Aug 21 12:32:21 2017