ITP 109
Introduction to Java Programming (2 Units)

Class Webpage
http://totale.usc.edu

Course Objectives
After completing the course, the students will learn:
1) The basics of Java programming
2) The foundations of Object Oriented Programming
3) The process of building a project in a modular fashion

Class Times
Thursday, 5:00 – 6:20 PM in KAP 267
Lab: Thursday, 6:30 – 8:00 in KAP 267

Instructor
Name: Joseph Greenfield
Email: joseph.greenfield@usc.edu
Office Hours: 10:00 – 11:30 Tuesday & Thursday, OHE 530 C

Lab Assistant
Name: Alan Hong
Email: alanhong@usc.edu

Texts/Resources
Required Text: Java How to Program (6th edition). Deitel & Deitel, Prentice Hall
ISBN: 0131483986

Grading
Midterm: 20%
Projects: 45%
Final Exam (Project): 30%
Class Participation: 5%

Policies (Please Read!!!):
- Make-up policy for exams: In order to make up for a missed exam, the student must provide a satisfactory reason along with proper documentation. Usually make-ups are allowed only under extraordinary circumstances.
- Projects: It is YOUR responsibility to turn in your lab projects on, or before, the deadlines as set by the instructor. IT IS NOT THE RESPONSIBILITY OF THE LAB TA!
- Late Projects: Late submission of projects will result in loss of points, so please turn in your projects on time! No projects will be accepted after 1 weeks beyond the project's original due date. Everything regarding a project should be settled within 1 weeks of the project's due date. It

is always better to let us know if you're going submit a project late. If you let us know ahead of time only 2 percent point loss per day. Otherwise it will be 5 percent per day!
- Though working together is encouraged, the projects must be your own effort. "Duplicate" projects will all receive zero points and possible referral to the Office for Student Conduct.
- All students should read, understand and abide by the University Student Conduct Code
http://www.usc.edu/dept/publications/SCAMPUS/governance/gov03.html

Course Calendar:

Week	Lecture	Reading Assignment
1	Introduction	
2	Computers, Internet, & the Web	Chapter 1
3	Java Applications	Chapter 2
4	Control Statements I	Chapter 4
5	Control Statements II	
	Introduction to Object Oriented	
6	Programming – Classes & Objects	
7	Methods	Chapter 6
8	Arrays, Midterm Review	Chapter 7
9	**Midterm**	
10	Polymorphism	Chapter 9
11	GUI Components	Chapter 11
12	Advanced GUIs & Swing	
13	Exception Handling	Chapter 13
15	File I/O	
16	Wrap up and Review	

Note: Lecture schedule subject to change during the semester