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# Lamar University

COSC 1173, Fall 2005

## Java Programming Laboratory, Syllabus

URL: <http://hal.lamar.edu/~licc/COSC1173Lab>

**Section 1: Wed, 12:20 ~ 1:10 PM Maes 213**

**Section 2: Thu, 2:00 ~ 2:50 PM Maes 212**

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**Instructor:**

Dr. Chung-Chih Li  
Office: 69 Maes  
Tel: (409) 880-8748  
Email: [licc@hal.lamar.edu](mailto:licc@hal.lamar.edu)  
Office Hours: MWF 10:00 ~ 11:00 AM

**Course Description:** This laboratory is designed for students to be familiar with the programming developments for JAVA and practice the concepts learned in CS1 class. We will mostly use NetBeans 4.1 as our Java IDE (Integrated Development Environment, which is an integrated program to let you edit, compile, built java library, package, and so on. We will use only a tiny basic portion of NetBeans.)

Students should finish this laboratory course with a satisfactory grade (B or better) to complete CS1. The contents of the lab session will be related but not limited to the materials taught in the CS1 class. Grades will be given by the lab instructor independently, i.e., the performance in the CS1 class will not affect the grade in this class.

**Supply Preparing:** Each Student needs to prepare two 3.5"-1.44MB floppy disks.

**Textbook:** No extra textbook is required, but students are required to bring the textbook of CS to the lab, i.e., Lewis and Loftus's *Java Software Solutions*. We will distribute handouts for each lab. If necessary, we will prepared needed documents or template programs on the WebPages of the class for downloading.

**Tests:** (0 point) No in-class test is intended. Students' grades totally depend on the projects.

**Projects:** (1000 points) There will be about 12 to 13 projects, each worth 100 points. The highest 10 projects will be used to calculate the final grade. Lab projects should be finished in class. The programs for each project and their bytecodes (the results of compiling the source programs) should be saved in a disk and turned in for grading before leaving the lab. Unless stated otherwise, works submitted after the lab hour will be considered as late work, and they will be graded with penalties by hours (-5 points/per hour). In other words, a 20-hour-late work will receives 0 points.

**Attendance:** Absentees receive 0 point on the project he/she missed.

**Grading Policy:** Grades will be given according to the following scheme.

Points	Grade	
850 ~	A	Excellent
750 ~ 849	B	Good
650 ~ 749	C	Satisfactory
550 ~ 649	D	Passing
0 ~ 549	F	Failure

There will be no curve in the class. So, don't hesitate to help your friends.

**Academic Honesty:** *Students are encouraged to discuss and help each other. However, this does not include either entirely or partially copying or modifying someone else's programs. A project with any plagiarism involved will receive 0 point, no matter it is an original work or a copy. See the section of Academic Affairs in the Student Handbook.*