Course Syllabus

Jump to Today ✎ Edit

Professor: Dr. Baba Kofi Weusijana

C S 1A OBJECT-ORIENTED PROGRAMMING METHODOLOGIES IN JAVA 4.5 Unit(s)

Advisory: Advisory: Satisfactory score on the mathematics placement test or MATH 105 or 108; not open to students with credit in C S 1AH.

Grade Type: Letter Grade, the student may select Pass/No Pass

Not Repeatable.

FHGE: Communication & Analytical Thinking **Transferable:** CSU/UC

4 hours lecture, 2 hours laboratory. (72 hours total per quarter)

Schedule:

Section	Time	Days	Location
CRN 31323, C S F001A04Y	10:00 AM-11:50 AM PST	Mondays & Wednesdays	Foothill Main Campus, Room 4308 (https://foothill.edu/map/locations.html?act=f&room=4308)
CRN 30675, C S F001A02W	Online Only		

Course Description

Systematic introduction to fundamental concepts of computer science through the study of the Java programming language. Coding topics include Java control structures, classes, methods, arrays, graphical user interfaces and elementary data structures. Concept topics include algorithms, recursion, data abstraction, problem solving strategies, code style, documentation, debugging techniques and testing.

Required Materials

Textbook:

Java: Learning to Program with Robots
Author: Byron Weber Becker
Publisher: Course Technology; 1st edition (February 16, 2006)
ISBN: 0619217243
Note: This book is now out of print, and the author has generously decided to put the entire book online, for free. It is also available from the Files/Robots section of this course's Canvas website at **wholething.pdf** except for Appendix F which is available at **LayOfTheLand.pdf**.

Removable media for backup of your work or files:

USB thumb drive, or a portable external hard drive, to use in class connected to the provided laptops (unless you are using your own laptop, **but you are still responsible for backing up your work**).

Optional Materials

- Personal laptops or notebooks
- If you plan to do course at work at home you will need a computer and Internet access.

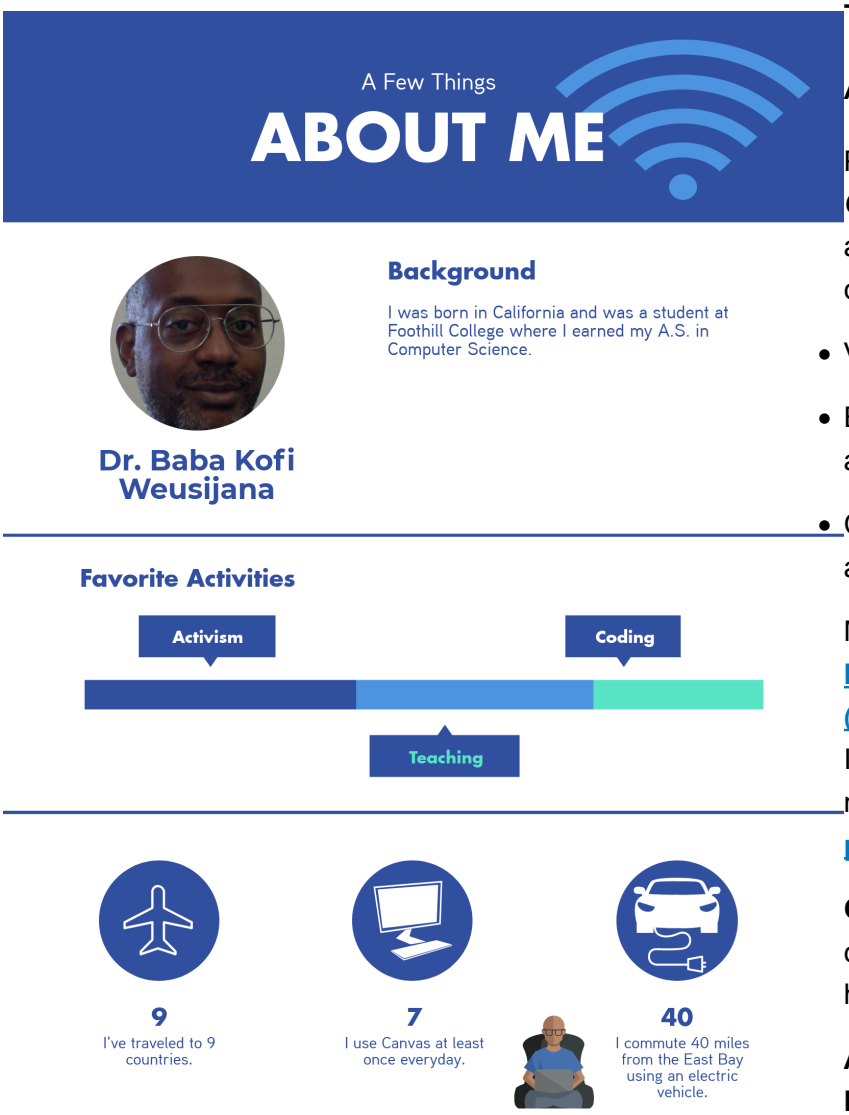
Class Info

Instructor: Dr. Baba Kofi Weusijana
Pronounced: Bah-bah Co-fee Way-ou-see-jah-nah
Please call him "Dr. Weusijana" or "Baba"
Office Hours: 12PM-1PM PST Wednesdays and 9AM-10AM PST Mondays, Tuesdays, Wednesdays, and Thursdays in room FH **4131** **(https://foothill.edu/map/locatmapbig.php?zm=17&lat=37.3623558744676&lon=122.130344555412&mLatlon=37.3623558744676,-122.130344555412)** and online at **https://cccconfer.zoom.us/j/6253358419** **(https://cccconfer.zoom.us/j/6253358419)**.
I can also meet students by appointment via Canvas Conferences or ConferZoom(even at night) or in room FH **4131** **(https://foothill.edu/map/locatmapbig.php?zm=17&lat=37.3623558744676&lon=122.130344555412&mLatlon=37.3623558744676,-122.130344555412)**. I'm often online Sunday mornings.
Contact Info:
The best way to contact me is through Canvas from the relevant assignment. If you use the Canvas Inbox, or **e-mail (mailto:WeusijanaBabaKofi@fhda.edu)** , I might miss your message and might not have the proper context for it. **I might take 2 business days to respond to Canvas Inbox and e-mail messages.**

Course Backup Plan:

In the event of a campus closure, instruction for this class will continue in the following way:
please log into this course's Canvas website for announcements and instructions and also check the email account you gave registration.

Assessment & Grading:



To Obtain Disability-Related Accommodations:

Please contact ***Disability Resource Center*** **(DRC)** at the start of the quarter or as soon as you become disabled. To contact **DRC**, you may:

- Visit **DRC** in Room 5400
- Email **DRC** at adaptivelearningdrc@foothill.edu
- Call **DRC** at 650-949-7017 to make an appointment

More information is available at **https://foothill.edu/drc/ (https://foothill.edu/drc/)** .
If you already have an accommodation notification from DRC, please **contact me privately** to discuss your needs.

Counseling services: For personal, career, and academic counseling see https://foothill.edu/counseling/

Assignments, Attendance, and Participation: Plan to complete all assigned works by their due date and time. A student or student group will review some assignments during the following class period. Deliverable details and due dates/times will be available via the course website. Your professor reserves the right to add, remove, or alter any assignments. Notifications or changes will be made in class and/or via the course website. You will be instructed how to configure all of your Canvas notification settings to at least **"Daily"** ("ASAP" is best, but "weekly" or "none" are not acceptable/useful). **Please make sure that you have the foothill.edu domain in your Safe Senders list for the email account you gave the college.**

Your professor may take 2 business days to respond to Canvas Inbox and e-mail messages. For best results, follow the instructions above titled "**Contact Info**:".

Grading

Your course grade is built on three types of assessments: assignments, exams, and activities including quizzes and exercises. There will be bi-weekly assignments, two exams, regular exercises, and beginning class 'warm up' quizzes that cover the previous class's material and assigned reading.
NOTE: The class will use an Foothill College's default grading scheme without curving any grades: If you get

100% of the points possible, you'll get an A grade. If everyone gets 100% of the points possible, everyone will get a A. **Please make an A grade *your* goal**, it is totally possible and common in my course.

Foothill's Default Grading Scheme

Name:	Range:	
A	100 %	to 94.0%
A-	< 94.0 %	to 90.0%
B+	< 90.0 %	to 87.0%
B	< 87.0 %	to 84.0%
B-	< 84.0 %	to 80.0%
C+	< 80.0 %	to 77.0%
C	< 77.0 %	to 74.0%
D+	< 74.0 %	to 67.0%
D	< 67.0 %	to 64.0%
D-	< 64.0 %	to 61.0%
F	< 61.0 %	to 0.0%

Please note that the grades of A+ and C- are **NOT** available.

Assignments are weighted by group:

Group	Weight
Assignments	40%
Exams	30%
Activities (and Quizzes)	20%
Participation and Other Assignments	5%
Canvas Discussions	5%
Total	100%

Assignments / Homework:

The terms "homework" and "assignment" are interchangeable, and everything that I say here that applies to one, applies to the other.

Once homework has been graded, I'll return it to the class, either electronically or in print (usually via the Java Code Critic). You might then have the opportunity to revise your work (in whole or in part), and re-

submit your work for a re-grade.
This approach to re-grades is sometimes referred to the “mastery approach”. The higher grade of the two will be your final grade for that homework assignment.
There are a couple of caveats: when you resubmit your work in this way, I reserve the right to not just re-grade the work, but also check to make sure that the work is correct, and may then follow up with email or verbal questioning of you. I might contact you via your email or phone number to setup an appointment to meet with you.
I reserve the right to assign you additional problems, if I feel that your grasp of the concept is shaky. **This will be to your benefit**, since the best way to learn how to program is to **do** it. You have approximately 1 week (sometimes longer) from the time the class gets the graded assignment returned to submit your revision. This means that if you are absent or not paying attention on the day that an assignment is returned to you, and haven't made prior arrangements with the instructor, then you will **still** only have 1 week after the rest of the class got their grades to do your revision.
If you are not actively participating in the course, you might end up not having the chance to do a revision.
You may only submit one revision per assignment.
If you haven't submitted the initial version of the homework assignment by the time that the instructor goes to grade it, then you can still submit it on or before the deadline for the revision, and it will be graded without penalty but you will **NOT** BE ALLOWED TO REVISE that assignment.
If you haven't submitted a revision to a homework assignment by the time that the instructor goes to grade it then you will keep the initial grade for the homework (if you didn't submit the initial version either, this means that you will receive a zero for that particular assignment, and the instructor HATES to assign zeroes).
Late Policy:
Any work that is not submitted to the instructor for grading will be assigned a grade of "0".
The general policy for work that is submitted electronically is that work is not late until the instructor goes to grade the work and finds it to be missing.
In practical terms this means that if the instructor hasn’t graded something yet you can (typically) still upload the work and have it be graded as if the work had been handed in on-time (i.e., penalty-free). The instructor will wait until the work is due to grade it (of course), but makes no guarantees about waiting any longer than that.
In other words: for work that the instructor has not yet graded you can take your chances that the instructor will be back-logged enough for you to get the work done and submitted but if the instructor grades it before you can finish (including submitting) the work then you will get the zero for not having it in on time. **I recommend you don't take such chances!**

Exams:
The exams will be cumulative: any topic covered from the beginning of class till the time of the exam is fair game for questions. The exams will include and will emphasize problem solving, and utilization of what you’ve learned in class.
For written (on paper) exams, fewer points will be deducted for conceptually unimportant syntax errors (e.g., incorrectly capitalizing the word "if"), while more points will be deducted for important syntax errors (e.g., leaving the "extends Robot" off of a new class declaration).
I reserve the right to assign you additional work, if I feel that your grasp of a concept is shaky based on your performance on an exam or quiz.

Students must take both the Midterm Exam and the Final Exam in order to pass this course. Students who do not take both exams will receive a failing (F) or not-passed grade.
In general, the final exam in this class will NOT be returned to students. You may request to view your completed, graded exam for a reasonable, short amount of time in the instructor's presence, but you will not be given the final, nor may you make copies of the final exam.

Class Time/Online Time:

Class time will be used not just for lecture time, but also for various in-class activities that you will be expected to participate in. Thus, on-campus students should consider attendance to be mandatory; usually roll call will be done at the start of each class. If you show up on time for all classes, stay for the entire class, and actively participate in the in-class activities and do well on the quizzes, you should receive the full points allotted to this category. Online students are required to watch the videos of the on-campus classes.
Class participation will be assessed in the following manner: during class there will be a short quiz on the contents of the previous lecture. If you do a reasonable job of correctly completing the In Class Exercises(ICEs), you will get points for that ICE. The two most important aspects of doing the ICEs are that you are doing a reasonable job for your ability level, and that you are learning the material. **If you are in the on-campus section and are late for class you will also usually lose 20% of that day's attendance points.** Attendance is often taken while the quiz is given. Online-only students must also take quizzes and access the Canvas course site twice a week to be considered attending regularly. **If you are in the online-only section and don't login and utilize our Canvas course website for more than 1 week or miss more than 1 quiz in a row you will be dropped for non participation.**
This course includes 2 "hybrid" hour(s) per week. These "hybrid" hours are conducted via the Internet and not in a face-to-face class session on campus. In order to fulfill the participation requirements for these "hybrid" hours, students are expected to complete the following online activities each week:

- Discuss course topics in the relevant Canvas **discussion** forums.
- Complete any left over work for the In-Class Exercises or large assignments, including group work than can be done online via the Canvas **Conferences** or **ConferZoom**.

Missing Days and Make Ups:

If you notify the instructor at least one week prior to an exam or quiz, it may be possible to take the exam or quiz at a different time than the scheduled date – this different time will be on the same day if possible, or typically on a day prior to the exam otherwise. No make-ups will be given for exams, presentations, or other such graded events, that were missed without prior notification to the instructor. In any case, the notification of absence must be given at least 2 days before the exam/quiz/event. The only exceptions are **documented** medical and other emergencies (you can **forward text messages to the professor's email (http://www.digitaltrends.com/how-to/how-to-send-texts-to-email/)**). Detailed information about Foothill's Health Services are available at the **Health Services website (https://foothill.edu/healthservices/)** .

Grading Disagreements:

Any disagreements about your grade should be brought to the instructor's attention **immediately** (waiting is always a sad mistake).
Unless stated otherwise, all work should represent your own original, independent thinking. Unless stated otherwise, all out-of-class assignments are not meant to be group projects. **While in the classroom working on exercises, you are encouraged to either seek help or to offer help from those around you. It's a programming party!**

It is okay to talk with classmates to clarify conceptual understanding necessary to complete assignments. However, **copying another person's work in whole or in part, either manually or electronically, it not acceptable; nor is copying and slightly modifying another person's work acceptable. Type your own code!** You are here to increase your own knowledge and understanding and your exams' scores will be based only on your own knowledge and understanding, so type your own code. In the event copying should occur: all participants in the plagiarism (both the person plagiarizing, and the person whose work was taken) will receive:

1. A 20% penalty on the first offense
2. **A grade of zero** for the second offense, and
3. For a third (and final) offense, all parties will be given the option of either withdrawing (if the drop deadline hasn't been passed) or taking a "0.0" for the term.

A description of all such incidents shall be forwarded to the Dean of Students office, where a file of such occurrences will be maintained. Second (and third) offenses include offenses from prior terms.

Team projects are learning exercises like individual projects: every individual in the team is expected to understand all the material as if each person had done the entire assignment individually (which isn't hard if you are using pair-programming correctly). Therefore, it is fair game to ask any person in a team to explain **any** aspect of the assignment that the team has done.

If you accept help from someone who is not trained to teach without giving away the answer, it will short-circuit your learning process -- you will actually learn less. For those of you wishing to give help, please do not give away the answer. Either tell the person where they can look to find the solution, give them a general idea or ask them to ask me. Don't post actual assignment code. Do not look for answers on cheater web sites or pay-for-help web sites.

Electronic Submission:

I would like you to electronically submit all assignments. You should type all assignments & homework answers into the computer (including essay questions), make sure it runs correctly, and submit the files for any given assignment. Usually this will be done using Canvas or the Java Code Critic. More details will be given in class how to submit assignments.

Today's technology is inherently unstable: Your network might go down, your Internet Service Provider might be down, the public library might not be open, you might be unable to get Microsoft Word to do exactly what you want. While you might have this happen to you, it's not an excuse for handing in an assignment late! Knowing this, you should **include time in your schedule to compensate for possible technological snafus**. For assignments having a hard deadline, no leeway will be given for failing to hand in work because of technological problems.

Attendance:

You are responsible for what goes on in class whether present or not. You are responsible for making up any work, assignments, quizzes, etc., for missed classes.

Attendance is very important, since the course is structured to require active involvement and participation on the part of the student. Missing a class means missing material that is difficult to make up. Daily attendance records will be kept. For online-only students "missing a class" is not completing modules and online activities in a timely manner.

If you must miss a class, you will have to arrange to get the class notes and any other information from another person. Get to know some people in the class and stay in contact with them through the Canvas

Inbox so if you do miss a class you can obtain assignments, quiz information, etc., for the following class.
Other Notes:

The number of projects and the points possible for exams, projects and activities are subject to change depending on the circumstances of the class. **I reserve the right to modify any and all aspects of the course, any time, without prior notice, including this syllabus.**

Classroom Conduct and Courtesies

Following these simple guidelines will help me to offer an enjoyable teaching environment for you. You are expected to come prepared to class and on time as scheduled. Coming late and/or unprepared is disrespectful and disruptive both to me and the other students in class, and may result in point deductions. If you must come in late, take out your supplies or notes before coming into the classroom and quietly enter the room without speaking to anyone. If you have any personal concerns, please feel free to talk to me at the end of class.

Please remember to respect the following list for me and the students around you.

* Please remember to respect other students and your instructor by not using inappropriate language.
* Please silence your mobile devices such as cell phones.
* Do not play computer games or visit gaming websites during class times.
* No chat or messenger programs during class times.
* Do not use personal audio devices such as MP3 players or cell phones during class times.
* No Internet surfing, texting, or other mobile device activity that will distract students or the instructor.

Withdrawals: If you decide to drop, it is your responsibility to submit an official drop to the Admissions Office. Do not assume that you will be dropped automatically.

Proactivity and Self-Starting

Rule #1: If you want to learn programming you MUST do the reading and you MUST do the exercises and you MUST take advantage of whatever resources and sources are available in order for you to deeply understand it. Programming does not come magically or trickle into your head by osmosis. You cannot skate. It takes **work**. You **must** dedicate hours each day reading about code, writing code, researching code, puzzling out code, working the code again and again, and wrestling it into place. Eventually you might even find yourself dreaming about code, and then waking up in the morning with a “solution” to the problem you went to bed with. There is no other way to learn it.

Weekly Time Estimate (outside of classroom meetings):

This varies **greatly** with individuals mostly based on experience with similar languages. Some students take 5 hours, some take 25 hours.
Rule #2: Google it! Answers from Stackoverflow.com are usually great if you read the whole page.
Rule #3: Be resourceful, energetic, proactive, flexible, a self-starter, self-reliant, self-disciplined, and show drive and initiative! Show a friend (they don't even need to know how to program) how your program works

and often you will realize the cause of your problem before you even finish your explanation! **You are expected to do this in class.**
Rule #4: Don't get frustrated. Take breaks. Walk away from your code for an hour or two, and then come back to it refreshed and rejuvenated. **It works!**
Rule #5: Search for it again! And again! And again! Maybe you are in a **Filter Bubble** **(https://en.wikipedia.org/wiki/Filter_bubble)**, so try another search service like **StartPage.com** **(https://startpage.com/)** or **DuckDuckGo** **(http://dontbubble.us/)**!

Course Outcomes:

You can access the official course outline of record for all **CS** courses here:

https://foothill.edu/catalog/ **(https://foothill.edu/catalog/)**

From that page, select **Dept: Computer Science → Search**, and from there, select any CS course whose official outline you want to review.

Student Learning Outcomes(SLO) for CS1A:

SLO #1 - Java Control Structures and Methods A successful student will be able to write and debug Java programs which make use of the fundamental control structures and method-building techniques common to all programming languages. Specifically, the student will use data types, input, output, iterative, conditional, and functional components of the language in his or her programs.

SLO #2 - Java OOP Design

A successful student will be able to use object-oriented programming techniques to design and implement a clear, well-structured Java program. Specifically, the student will use and design classes and objects in his or her programs.

Grading & GPA:

Academic Honesty: Take proper credit for your work in the classroom and honor the integrity of your learning. Please talk with classmates to clarify the course topics you are trying to understand as necessary to complete assignments. However, be careful to not represent another person's work, in whole or in part as your own thinking. Remember, copying and slightly modifying another person's work, is **plagiarism** and is not acceptable. **Type your own code!**
The College regards acts of academic dishonesty, including such activities as plagiarism, cheating and/or /violations of integrity in information technology, as very serious offenses. In the event that cheating, plagiarism or other forms of academic dishonesty are discovered, each incident will be handled as deemed appropriate. Care will be taken that students' rights are not violated and that disciplinary procedures are instituted only in cases where documentation or other evidence of the offense(s) exists. A description of all such incidents shall be forwarded to the Dean of Students office, where a file of such occurrences will be maintained. The college may institute action against a student according to the college's disciplinary policies

and procedures. Your submissions should represent your own, unique thought and effort after you have dialogued with others to review and self-correct your efforts. Deliverables not meeting these requirements will not be graded until they have been completed to the specifications.

Learning Environment Policies

General Learning Policy: Our classroom will be a pleasant space for learning, as such disorderly, abusive, or bothersome conduct will not be tolerated in the classroom, lab, or online environment. Such behavior which interferes with the rights of others or which obstructs or disrupts teaching will result in immediate disciplinary action.

Work and Sit Together: Much of our class time will be lab time, where students work on the computers in the classroom. Please use that time effectively by sitting next to a fellow student, talk about the course content, engage your team regarding group projects, and solicit assistance from your instructor. Do **NOT** sit alone (unless told to do so by your professor, such as during exams and quizzes). Your professor reserves the right to change seating arrangements and group memberships.

Drops and Withdrawal

For a complete reference of all withdrawal dates and deadlines refer to the Foothill College registration page at the college web site here:
https://foothill.edu/calendar **(https://foothill.edu/calendar)**

To stay enrolled in this course, you must participate regularly in your lab assignments, team meetings, and exams. This is part of the course participation that online classes must possess in order to maintain their transferability and accreditation.

You will be dropped by me (perhaps without a warning) for any of the following:

- Failing to make an ***introduction post*** in the "**Introduce Yourself To Our Class!**" discussion during the first 3 days of the quarter.
- Missing a scheduled exam or more than one quiz in a row without prior notice.
- If you do not login for **nine (9)** consecutive days. (See exception below.)
- If you receive a zero on any two of the large assignments. (See exception below.)
- **If you do not completely attend 4 or more classes you will be dropped for non-participation or you will receive a failing (F) grade.** For online-only students "missing a class" is not completing modules and online activities in a timely manner (See exceptions above in the section "Missing Days and Make Ups").

Exception to Above Policies:

If the non-participation that has just been described occurs partially beyond the last date to drop, I may not be able to drop you, and you may receive whatever grade that your points dictate. Therefore don't assume that you can simply stop participating late in the quarter and you will be dropped. If you intend to drop please

do so yourself, so you don't accidentally end up with an unintended "F."

If you decide to drop the class, please let me know. I cannot allow anyone who has dropped to continue to have access to the course material.

Undocumented Students

The Foothill-De Anza Community College District Board of Trustees unanimously adopted this **Resolution in Support of Undocumented Students** (http://www.deanza.edu/news/2016-44_Affirmation%20of%20Privacy_Resolution.pdf) and this **Resolution in Support of DACA** (http://www.deanza.edu/news/2016-43_DACA_Resolution.pdf), the Deferred Action for Childhood Arrivals program. Resources for the undocumented can be found at:

- **https://foothill.edu/dreamers/** (https://foothill.edu/dreamers/)
- **http://www.deanza.edu/students/undoc-students.html** (http://www.deanza.edu/students/undoc-students.html)
- **https://ready-california.org/resource/** (https://ready-california.org/resource/)
- **http://www.cccco.edu/ResourcesforUndocumentedStudents.aspx** (http://www.cccco.edu/ResourcesforUndocumentedStudents.aspx)

Tentative Course Schedule:

Course Summary:

Date	Details	
Mon Jan 7, 2019	CS1A: Object-Oriented Programming Methodologies in Java (https://foothillcollege.instructure.com/calendar?event_id=14890&include_contexts=course_8777)	10am to 11:50am
	Chapter 1 Programming with Objects (https://foothillcollege.instructure.com/courses/8777/assignments/210915)	due by 10am
	Watch Day01 (https://foothillcollege.instructure.com/courses/8777/assignments/212855)	due by 10am
Wed Jan 9, 2019	Ch 1.4.5 Tracing a Program & Ch 1.5 Compiling and Executing Programs (https://foothillcollege.instructure.com/courses/8777/assignments/210908)	due by 10am
	Welcome Survey (https://foothillcollege.instructure.com/courses/8777/assignments/210870)	due by 10am

Date	Details	
	Introduce Yourself To Our Class! (https://foothillcollege.instructure.com/courses/8777/assignments/212352)	due by 11:59pm
	ICE01 Getting Started with Java (https://foothillcollege.instructure.com/courses/8777/assignments/210917)	due by 11:59pm
	Record Name & Update Your Canvas Profile (https://foothillcollege.instructure.com/courses/8777/assignments/210937)	due by 11:59pm
Mon Jan 14, 2019	Appendix F.1 Extending an Existing Class, Ch 2.1 Understanding Programs: An Experiment & 2.2 Extending the Robot Class, Ch 2.4 Style (https://foothillcollege.instructure.com/courses/8777/assignments/210889)	due by 10am
	ICE02 Finding and Fixing Errors (https://foothillcollege.instructure.com/courses/8777/assignments/210918)	due by 10am
	Quiz03 (https://foothillcollege.instructure.com/courses/8777/assignments/210867)	due by 12pm
Wed Jan 16, 2019	Appendix F.3 Making Decisions, Ch 4.1 Understanding Two Kinds of Decisions & 4.2 Questions Robots Can Ask, Ch 4.4 Using the if-else Statement (https://foothillcollege.instructure.com/courses/8777/assignments/210891)	due by 10am
	Assignment 1 Robots (https://foothillcollege.instructure.com/courses/8777/assignments/210896)	due by 10am
	ICE03 Making New Classes with New Methods (https://foothillcollege.instructure.com/courses/8777/assignments/210919)	due by 10am
	Quiz04 (https://foothillcollege.instructure.com/courses/8777/assignments/210865)	due by 12pm
Thu Jan 17, 2019	End of 2nd Week Survey (https://foothillcollege.instructure.com/courses/8777/assignments/210871)	due by 11:59pm
Sun Jan 20, 2019	Last day to drop for a full refund or credit & no record of grade. (https://foothillcollege.instructure.com/calendar?event_id=14891&include_contexts=course_8777)	12am
Mon Jan 21, 2019	Appendix F.2 While-Loops, Ch 4.1 Making Decisions (https://foothillcollege.instructure.com/courses/8777/assignments/210890)	due by 10am
	ICE04 If & If-Else Statements (https://foothillcollege.instructure.com/courses/8777/assignments	due by 10am

Date	Details	
	/210920)	
	A2 Team Preferences (https://foothillcollege.instructure.com/courses/8777/assignments/210884)	due by 11:59pm
	Watch and comment on Pair-Programming videos (https://foothillcollege.instructure.com/courses/8777/assignments/213416)	due by 11:59pm
Wed Jan 23, 2019	Appendix F.4 Temporary Memory, Ch 5.2 Temporary Variables, Ch 5.8.3 The Counting Pattern (https://foothillcollege.instructure.com/courses/8777/assignments/210892)	due by 10am
	ICE05 While-Loops (https://foothillcollege.instructure.com/courses/8777/assignments/210921)	due by 10am
	Quiz06 (https://foothillcollege.instructure.com/courses/8777/assignments/210881)	due by 12pm
Mon Jan 28, 2019	Assignment 2 Advanced Robots (https://foothillcollege.instructure.com/courses/8777/assignments/210897)	due by 10am
	ICE06 While-Loops for Counting (https://foothillcollege.instructure.com/courses/8777/assignments/210922)	due by 10am
Tue Jan 29, 2019	A2 Team Rating and A3 Team Preferences (https://foothillcollege.instructure.com/courses/8777/assignments/210864)	due by 11:59pm
Wed Jan 30, 2019	ICE07 Midterm Exam Prep (https://foothillcollege.instructure.com/courses/8777/assignments/210923)	due by 10am
	Quiz08 (https://foothillcollege.instructure.com/courses/8777/assignments/210882)	due by 12pm
	Practice Quiz (Remotely Proctored) (https://foothillcollege.instructure.com/courses/8777/assignments/210885)	due by 11:59pm
Mon Feb 4, 2019	ICE08 Output for the User (https://foothillcollege.instructure.com/courses/8777/assignments/210924)	due by 10am
Wed Feb 6, 2019	Canvas Discussions Contributions Before Midterm Exam (https://foothillcollege.instructure.com/courses/8777/assignments/210907)	due by 10am
Mon Feb 11, 2019	ICE10 Console Input & Output (I/O)	due by 10am

Date	Details	
	(https://foothillcollege.instructure.com/courses/8777/assignments/210925)	
	Quiz11 (https://foothillcollege.instructure.com/courses/8777/assignments/210880)	due by 12pm
Wed Feb 13, 2019	ICE11 Parameters & Method Overloading (https://foothillcollege.instructure.com/courses/8777/assignments/210926)	due by 10am
	Quiz12 (https://foothillcollege.instructure.com/courses/8777/assignments/210872)	due by 12pm
	Quiz14 (https://foothillcollege.instructure.com/courses/8777/assignments/210936)	due by 12pm
	Mid-Course Survey (https://foothillcollege.instructure.com/courses/8777/assignments/210866)	due by 11:59pm
Sun Feb 17, 2019	Assignment 1 Revision (https://foothillcollege.instructure.com/courses/8777/assignments/210895)	due by 11:59pm
Mon Feb 18, 2019	ICE12 Instance Variables (https://foothillcollege.instructure.com/courses/8777/assignments/210927)	due by 10am
	A3 Team Rating and A4 Team Preferences (https://foothillcollege.instructure.com/courses/8777/assignments/210879)	due by 11:59pm
Wed Feb 20, 2019	Assignment 3 Robot Maze (https://foothillcollege.instructure.com/courses/8777/assignments/210901)	due by 10am
Mon Feb 25, 2019	Quiz17 Unpub (https://foothillcollege.instructure.com/courses/8777/assignments/210874)	due by 12pm
Wed Feb 27, 2019	Assignment 3 Peer Review (https://foothillcollege.instructure.com/courses/8777/assignments/210899)	due by 10am
	ICE13 Overriding Methods & Multi-File Programs (https://foothillcollege.instructure.com/courses/8777/assignments/210928)	due by 10am
	ICE14 Non-robotic Programs (https://foothillcollege.instructure.com/courses/8777/assignments/210929)	due by 10am
Fri Mar 1, 2019	Last day to drop with a "W." (https://foothillcollege.instructure.com/calendar?event_id=14889&include_contexts=course_8777)	12am
Wed Mar 6, 2019	ICE16 Part1 Arrays Basics (https://foothillcollege.instructure.com/courses/8777/assignments/210931)	due by 10am

Date	Details	
	ICE16 Parts2-5 Nested Loops & Non-robotic Programs (https://foothillcollege.instructure.com/courses/8777/assignments/210932)	due by 10am
	Quiz17 (https://foothillcollege.instructure.com/courses/8777/assignments/210875)	due by 12pm
Mon Mar 11, 2019	Quiz18 (https://foothillcollege.instructure.com/courses/8777/assignments/210876)	due by 12pm
	Assignment 4 (Histogram or Game) (https://foothillcollege.instructure.com/courses/8777/assignments/210902)	due by 11:59pm
	ICE17 The Array Data Structure (https://foothillcollege.instructure.com/courses/8777/assignments/210933)	due by 11:59pm
Tue Mar 12, 2019	A4 Team Rating and A5 Team Preferences (https://foothillcollege.instructure.com/courses/8777/assignments/210886)	due by 11:59pm
	Assignment 2 Revision (https://foothillcollege.instructure.com/courses/8777/assignments/210898)	due by 11:59pm
Wed Mar 13, 2019	Quiz19 (https://foothillcollege.instructure.com/courses/8777/assignments/210877)	due by 12pm
	ICE18 Arrays as Parameters (https://foothillcollege.instructure.com/courses/8777/assignments/210934)	due by 11:59pm
Mon Mar 18, 2019	ICE19 Arrays As Return Values & Predicate Methods (https://foothillcollege.instructure.com/courses/8777/assignments/210935)	due by 10am
	Quiz20 (https://foothillcollege.instructure.com/courses/8777/assignments/210878)	due by 12pm
	Quiz20 unpublished (https://foothillcollege.instructure.com/courses/8777/assignments/210873)	due by 12pm
	Assignment 4 Peer Review (https://foothillcollege.instructure.com/courses/8777/assignments/210903)	due by 11:59pm
Sun Mar 24, 2019	Roll Call Attendance (https://foothillcollege.instructure.com/courses/8777/assignments/210941)	due by 11:59pm
Mon Mar 25, 2019	Assignment 3 Revision (https://foothillcollege.instructure.com/courses/8777/assignments/210900)	due by 11:59pm

Date	Details	
	Assignment 5 Graphical User Interfaces (GUI) and Events (https://foothillcollege.instructure.com/courses/8777/assignments/210905)	due by 11:59pm
Wed Mar 27, 2019	CS1A Face-to-Face Final Exam Wed Dec. 12 1PM-3PM (https://foothillcollege.instructure.com/calendar?event_id=14888&include_contexts=course_8777)	1pm to 3pm
Fri Mar 29, 2019	Assignment 4 Revision (https://foothillcollege.instructure.com/courses/8777/assignments/210904)	due by 11:59pm
	Course Participation (https://foothillcollege.instructure.com/courses/8777/assignments/210916)	due by 11:59pm
	Extra Credit (https://foothillcollege.instructure.com/courses/8777/assignments/210888)	due by 11:59pm
	Appendix F.5 More Flexible Methods, Ch 4.6 Using Parameters, & Ch 6.2.2 Reviewing Parameter Variables (https://foothillcollege.instructure.com/courses/8777/assignments/210893)	
	Appendix F.7 Objects That Remember, Ch 6.1 Instance Variables in the Robot Class, 6.2 Temporary and Parameter Variables, 6.3 Extending a Class with Variables (https://foothillcollege.instructure.com/courses/8777/assignments/210894)	
	Canvas Discussions Contributions After Midterm Exam (https://foothillcollege.instructure.com/courses/8777/assignments/210906)	
	Ch 1.6 GUI: Creating a Window (https://foothillcollege.instructure.com/courses/8777/assignments/210909)	
	Ch 5.3 Nesting Statements, Ch 5.4 Boolean Expressions, Ch 5.5.1 Using a for Statement, Ch 5.5.2 Using a do-while Loop (https://foothillcollege.instructure.com/courses/8777/assignments/210910)	
	Ch 5.5.1 Using a for Statement, Ch 10.1 – 10.1.7 Using Arrays, Ch 10.2 Creating an Array, Ch 10.5 Arrays of Primitive Types (https://foothillcollege.instructure.com/courses/8777/assignments/210911)	
	Ch 6.6.1 Using System.out (https://foothillcollege.instructure.com/courses/8777/assignments/210912)	
	Ch 8.2 Reference Variables (https://foothillcollege.instructure.com/courses/8777/assignments/210913)	
	Ch 9.4 Interacting with Users, Ch 9.5 Command Interpreters (https://foothillcollege.instructure.com/courses/8777/assignments/210914)	
	Final Exam (https://foothillcollege.instructure.com/courses/8777/assignments/210887)	
	Final Exam (Remotely Proctored) (https://foothillcollege.instructure.com/courses/8777/assignments/210869)	

Date	Details
	ICE15 Random Loopy Robot with Logical Operators & Return Values (https://foothillcollege.instructure.com/courses/8777/assignments/210930)
	Midterm Exam (https://foothillcollege.instructure.com/courses/8777/assignments/210868)
	Midterm Exam (Remotely Proctored) (https://foothillcollege.instructure.com/courses/8777/assignments/210883)
	Review Ch 4.5 Writing Predicates & Ch 10.3 Passing and Returning Arrays (https://foothillcollege.instructure.com/courses/8777/assignments/210938)
	Review Ch 5.4 Boolean Expressions, Ch 5.5.2 Using a do-while Loop & Study Ch 5.3.3 Using a while-true Loop (https://foothillcollege.instructure.com/courses/8777/assignments/210939)
	Review parts of Ch 10 & study Ch 10.3 Passing and Returning Arrays (https://foothillcollege.instructure.com/courses/8777/assignments/210940)
	Study Ch 2.6 Modifying Inherited Methods, Review Ch 6.2 Temporary and Parameter Variables & Ch 4.4 Using the if-else Statement (https://foothillcollege.instructure.com/courses/8777/assignments/210942)
	Study Ch 4.5 Writing Predicates & Review Ch 10.3 Passing and Returning Arrays (https://foothillcollege.instructure.com/courses/8777/assignments/210943)