

Information Systems Department
University of Maryland Baltimore County
Baltimore Maryland 21250
Departmental Office: room ITE 404 ph. 410-455-3206

IS 413 GUI Systems Using Java
(now with added Android Programming for Mobile Applications)
Summer Session I 2014

Instructor: Tate O. Redding
Phone: (410) 455-3942
e-mail redding@umbc.edu web <http://userpages.umbc.edu/~redding/>
Course Delivery Site <http://blackboard.umbc.edu>
Office Hours: ITE 414, see posted schedule for appointments

Meeting Times : 6 weeks Tu/Th 9-12:10 May 27-July 3, 2014 see schedule below.

Textbook : From the IS147/247 text "Introduction to Java Programming" by Y. Daniel Liang 9th edition, we will use chapters 12, 13, 16, 17, 18, 37 and 38. We will also use:

SAMS "Teach Yourself Android Application Development in 24 Hours" 3rd Edition 2014 by Delessio, Darcy and Conder. ISBN-10: **0672334445**

Course Description : "This course introduces the student to graphical user interface systems using the most current version of Java. Students will learn to implement a series of interactive stand-alone or web-based interfaces. Event handling and multi-threaded Java programs will be studied. Image and data transmission via the internet will be presented. Students will read articles from the current research literature that offer guidelines in interface design. Familiarity with UNIX file and directory manipulation is recommended. Prerequisite: Must complete IS247 or CMSC202 w/ a C or better. "

IS 413 counts as a third semester of programming for the IS BS majors.

In addition to Java GUI development with AWT and SWING components: This course is an introduction to using Android as a development tool for creating mobile apps. We will be using the Android plugin for Eclipse as our development environment and will incorporate programming concepts for mobile devices in creating small, fast running applications. You do not have to have an Android phone or device to be able to take this course.

Instructional Methods : Discussion, Lectures, Demonstrations and lots of hands-on programming!

Attendance and Participation : Regular and punctual attendance is expected of all students. In the case of absence due to emergency (illness, death in the family, accident), religious holiday, or participation in official College functions, it is the student's responsibility to confer with the instructor about the absence and missed course work.

Class Preparation: All of the reading and homework assignments should be completed before the class in which the material is to be discussed.

Course Requirements: Regular Punctual Attendance, Class Assignments & Homework, Test , & Programming Projects.

Grading: You will be completing a series of programming projects accounting for 50% of your overall grade.

You will work on a group project which will include a peer evaluation and presentation. This will account for 10% of your overall grade.

There will be an exam covering all of the material presented in the course. This cumulative final will account for 40% of your overall grade.

IS instructors are expected to have exams and evaluations which result in a reasonable distribution of grades. With respect to final letter grades, the University's Undergraduate Catalogue states that, "A, indicates superior achievement; B, good performance; C, adequate performance; D, minimal performance; F, failure" There is specifically no mention of any numerical scores associated with these letter grades. Final letter grades in this course conform to the University's officially published definitions of the respective letter grades. In accordance with the published University grading policy, it is important to understand that final letter grades reflect academic achievement and not effort. While mistakes in the arithmetic computation of grades and grade recording errors will always be corrected, it is important to understand that in all other situations final letter grades are not negotiable and challenges to final letter grades are not entertained.

For this course it is anticipated that "A" grades may be in the 90-99 range, "B" grades may be from 80-89 and "C" grades range from 70-79. All points are additive. Each student starts at zero points which is an "F", any other grade must be earned. **There will be no extra credit assignments available.**

Due Dates: All assignments are to be handed in by the due date. If an assignment is not in on time it may possibly be accepted the following class with an accompanying reduction of 50% of the earned grade. Due to some scheduling issues some late assignments may not be accepted at all with a result in a total loss of points.

Inclement Weather: Any work or test due on a class date that has been canceled due to inclement weather will be due the next class meeting. (If the semester's last exam is postponed, it will be given during the time period assigned by the University.)

Make-up Policy: Exams: No make-up exams except through arrangement with the instructor: and then for reasons deemed valid enough to warrant the making of a new, and potentially harder, test.

Academic Integrity: By enrolling in this course, each student assumes the responsibilities of an active participant in UMBC's scholarly community in which everyone's academic work and behavior are held to the highest standards of honesty. Cheating, fabricating, plagiarism, and helping others to commit these acts are all forms of academic dishonesty and they are wrong. Academic misconduct could result in disciplinary action that may include, but is not limited to, suspension or dismissal. Full policies on academic integrity should be available in the UMBC Student Handbook, Faculty Handbook, or the UMBC Directory.

Disability Statement: UMBC is committed to eliminating discriminatory obstacles that may disadvantage students based on disability. Student Support Services (SSS) is the UMBC department designated to:

- receive and maintain **confidential** files of disability-related documentation,
- certify eligibility for services,
- determine reasonable accommodations,
- develop with each student plans for the provision of such accommodations, and
- serve as a liaison between faculty members and students regarding disability-related issues.

If you have a disability and want to request accommodations, contact SSS in the **Math/Psych Building, Room 213** or **Academic IV-B wing Room 345** (or call 410-455-2459 or 410-455-3250). SSS will require you to provide appropriate documentation of disability and complete a Request for Services form available at <http://my.umbc.edu/groups/sss>. If you require accommodations for this class, make an appointment to meet with me to discuss your SSS-approved accommodations.

COURSE SCHEDULE (Schedule subject to change)

Dates	Material Covered	Work Due
Tuesday May 27	Introduction to the Course Introduction to Eclipse	In Class: Assignment 1
Thursday May 29	Chapter 12 GUI Basics	Assignment 2
Tuesday June 3	Chapter 13 Graphics	Assignment 3
Thursday June 5	Chapter 16 Events Chapter 17 Components	Assignment 4
Tuesday June 10	Chapter 18 Applets and Media	Assignment 5
Thursday June 12	Chapter 37 Containers and Layouts Chapter 38 Menus	Assignment 6
Tuesday June 17	Intro to Android using Eclipse Hours 1,2,3	Assignment 7
Thursday June 19	Hours 4,5,6	Assignment 8
Tuesday June 24	Hours 7,8,9	Assignment 9
Thursday June 26	Hours 10,11,12	Assignment 10
Tuesday July 1		Group Presentations
Thursday July 3		Exam