COSC 4301 (Programming for Graduate Students) Course Syllabus Fall 2011

Learning Objectives:

By completing this course, students will be able to

- 1. Perform some basic UNIX functions in (a) developing/running Java programs, (b) file creation/editing and other managements and (c) communications and file transfer.
- 2. Design and run java programs based on object-oriented approach utilizing Java packages and used defined classes and their objects and methods.
- 3. Gain good understanding of program design skills including recursion, inheritance and exception handling.
- 4. Gain practical understanding of some basic data structures including stacks, queues, dynamic arrays, binary trees and linked lists.
- 5. Design some graphical user interfaces using components, events and listeners.

Topics to cover:

- 1. Introduction to basic language topics
- a. Language Primitive Data types
- b. Control structures
- c. Input/output
- d. Functions
- e. Introduction to Classes and objects
- 2. Introduction to Linux/Unix environment
- a. Compilation
- b. Editing
- c. Execution
- d. Submission
- e. File System and movement
- f. Other Linux topics as time allows
- 3. Some basic programming techniques.
 - a. Constructors and Copy con2568(m)5.4256onw

- 6. Some advanced programming techniques.
 - a. Inheritance
 - b. Interfaces
 - c. Generics
 - d. Overloading by refinement
- 7. Double Linked Lists
 - a. Merge Sort
 - b. Open Hashing
 - c. Radix sort
- Test-2
- 8. Binary trees and tree algorithms
 - a. BST, insertion and removal
 - b. Huffman Code
 - c. Tree traversals
 - d. Heaps and heap sort

Grading methods:

2 tests (OPEN):200 pointsFinal Exam (OPEN):200 points8 or more programs:160 points{ Programs include:

- 1. Screen input/output and Loop iteration counting
- 2. Sorting (Select and Quick)
- Character methods, Palintion co3. 8()-3.5012(a)-2.646981(s)2.7terhlin C0698TJ d [C)3227.23(h)5.045.00124.6 3):3untinal8 TL T*[(G)-.0698]T-3u15 9.96 T(h)5.07055(hg)-7.00154()]TJ2(i)0.356603(-2.64358(l8 TL T)