FIT1002 Computer programming - Semester 2, 2011

This unit will provide students with an overview of programming and its role in problem-solving and strategies for meeting user requirements and for designing solutions to programming problems. The fundamental programming concepts of the memory model, data types, declarations, expressions and statements, control structures, block structure, modules, parameters and input and output will be applied within the context of objects, attributes, methods, re-use, information-hiding, encapsulation and message-passing. Software engineering topics include maintainability, readability, testing, documentation and modularisation.

Mode of Delivery

- Clayton (Day)
- Gippsland (Off-campus)

Contact Hours

2 hrs lectures/wk, 2 hrs laboratories/wk, 1 hr tutorial/wk

Workload

For on campus students, workload commitments are:

- two hours of lectures
- one-hour tutorial class in a flat room without computers to discuss theoretical programming concepts and develop problem solving strategies
- two-hour laboratory (practical class) (requiring advance preparation)
- a minimum of 2-3 hours of personal study per one hour of lecture time in order to satisfy the reading, tute, prac and assignment expectations.

Off-campus students generally do not attend lecture, tutorial and laboratory sessions, however, you should plan to spend equivalent time working through the relevant resources and participating in discussion groups each week.

Unit Relationships

Prohibitions

CPE1001, CSE1202, GCO1811, MMS1801, MMS1802

Chief Examiner

Mr Stephen Huxford
Campus Lecturer

Clayton

Prof David Green

Gippsland

Dr Abdullah Al Yusuf
Academic Overview

Learning Objectives

At the completion of this unit students will have -
An understanding of:

- the relationship between a problem description and program design;
- the management of problems using recognised frameworks;
- the use of design representations;
- the semantics of imperative programs;
- the object oriented paradigm as represented by Java;
- the sequence of steps that a computer takes to translate source code into executable code; and
- primitive data types and basic data structures.

Developed attitudes that enable them to:

- adopt a problem-solving approach;
- recognise the importance of programming and documentation conventions;
- appreciate quality parameters in program development;
- accept the code of professional conduct and practice; and
- act in accordance with best practice, industry standards and professional ethics.

Developed the skills to:

- use diagrams to design solutions for programming problems;
- apply problem solving strategies;
- use pseudo-code to design algorithms;
- design object oriented solutions to simple problems using multiple user-defined classes;
- create and test programming solutions to problems using the Java programming language;
- edit, compile and execute a computer program;
- analyse and debug existing programs; and
- write a test plan.

Demonstrated the communication skills necessary to:

- produce formal documentation for a program; and
- explain an existing program.

Graduate Attributes

Monash prepares its graduates to be:

1. responsible and effective global citizens who:
   a. engage in an internationalised world
   b. exhibit cross-cultural competence
   c. demonstrate ethical values

critical and creative scholars who:

   a. produce innovative solutions to problems
b. apply research skills to a range of challenges
  c. communicate perceptively and effectively

Assessment Summary

Examination (3 hours): 60%; In-semester assessment: 40%

<table>
<thead>
<tr>
<th>Assessment Task</th>
<th>Value</th>
<th>Due Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assignment 1 - JAVA basics</td>
<td>10%</td>
<td>Friday 5:00pm EST Week 7</td>
</tr>
<tr>
<td>Assignment 2 - Designing a JAVA application</td>
<td>10%</td>
<td>Friday 5:00pm EST Week 11</td>
</tr>
<tr>
<td>involving several classes and array of objects</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Laboratory Work and VILLE Quizzes</td>
<td>20%</td>
<td>The end of the Laboratory session in weeks 2 - 11 in which the work is performed.</td>
</tr>
<tr>
<td>Examination 1</td>
<td>60%</td>
<td>To be advised</td>
</tr>
</tbody>
</table>

Teaching Approach

Lecture and tutorials or problem classes

This teaching and learning approach provides facilitated learning, practical exploration and peer learning.

Feedback

Our feedback to You

Types of feedback you can expect to receive in this unit are:

- Informal feedback on progress in labs/tutes
- Graded assignments with comments
- Interviews
- Test results and feedback
- Quiz results
- Solutions to tutes, labs and assignments

Your feedback to Us

Monash is committed to excellence in education and regularly seeks feedback from students, employers and staff. One of the key formal ways students have to provide feedback is through SETU, Student Evaluation of Teacher and Unit. The University's student evaluation policy requires that every unit is evaluated each year. Students are strongly encouraged to complete the surveys. The feedback is anonymous and provides the Faculty with evidence of aspects that students are satisfied and areas for improvement.

For more information on Monash's educational strategy, and on student evaluations, see:
http://www.policy.monash.edu/policy-bank/academic/education/quality/student-evaluation-policy.html
Previous Student Evaluations of this unit

If you wish to view how previous students rated this unit, please go to https://emuapps.monash.edu.au/unitevaluations/index.jsp

Required Resources

Prescribed Text:
Java Foundations, Lewis, DePasquale and Chase 2Ed. Pearson 2011,
ISBN 13: 9780137055340

Java Development Kit, Version j2sdk-1_5_0_06 or later, Sun Microsystems, Inc.

Students should have access to at least one of the following Integrated Development Environments:

The FIT1002 teaching team recommend:


Other development environments that are available for students to use are:

- Jcreator - jcreator LE v4.0 is a powerful IDE (Integrated Development Environment) for Java and is strongly recommended. It can be downloaded from the Web Site: http://www.jcreator.com/
  Students are advised to download the freeware version. There is no need for the fuller facilities provided in JcreatorPro

- jEdit - Text editor written in Java which can auto indent and provides syntax highlighting for more than 130 languages. http://www.jedit.org/
## Unit Schedule

<table>
<thead>
<tr>
<th>Week</th>
<th>Activities</th>
<th>Assessment</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>No formal assessment or activities are undertaken in week 0</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>Unit Administration and Introduction</td>
<td>No Tutes or Labs</td>
</tr>
<tr>
<td>2</td>
<td>Algorithms, Variables and Data Types</td>
<td>Tutes and Marked Labs begin</td>
</tr>
<tr>
<td>3</td>
<td>Using objects and classes, Math Class, String Class, Random Class and I/O</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Selection</td>
<td>Assignment 1 Specification released</td>
</tr>
<tr>
<td>5</td>
<td>Repetition</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Modularisation</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Classes and Objects</td>
<td>Assignment 1 due Friday 5:00pm EST</td>
</tr>
<tr>
<td>8</td>
<td>Methods revisited</td>
<td>Assignment 2 Specification released</td>
</tr>
<tr>
<td>9</td>
<td>Object references</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>Arrays</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>Case study: Multiple classes</td>
<td>Tutes and Marked Labs end. Assignment 2 due Friday 5:00pm EST</td>
</tr>
<tr>
<td>12</td>
<td>Campus specific week</td>
<td>Assignment 2 Interviews Held</td>
</tr>
<tr>
<td></td>
<td>SWOT VAC</td>
<td>No formal assessment is undertaken SWOT VAC</td>
</tr>
</tbody>
</table>

*Unit Schedule details will be maintained and communicated to you via your MUSO (Blackboard or Moodle) learning system.*
Assessment Requirements

Assessment Policy

To pass a unit which includes an examination as part of the assessment a student must obtain:

- 40% or more in the unit’s examination, and
- 40% or more in the unit’s total non-examination assessment, and
- an overall unit mark of 50% or more.

If a student does not achieve 40% or more in the unit examination or the unit non-examination total assessment, and the total mark for the unit is greater than 50% then a mark of no greater than 49-N will be recorded for the unit

Assessment Tasks

Participation

- **Assessment task 1**
  
  **Title:**
  Assignment 1 - JAVA basics
  
  **Description:**
  This assignment will aim to help you to develop programs in Java using classes and objects that are able to read input from the user and format output. You will also learn to use classes and their methods that are available from the Java library.
  
  **Weighting:**
  10%
  
  **Criteria for assessment:**
  Detailed assessment criteria will be issued along with the assignment.
  
  1. All programs must run and compile correctly. Evidence of testing is required.
  2. Programs must meet the problem specification
  3. JAVA code should be readable and maintainable and follow the style recommended in the prescribed text book.
  4. Programs should be documented
  5. Students should be able to answer questions about their own work
  
  **Due date:**
  Friday 5:00pm EST Week 7

- **Assessment task 2**
  
  **Title:**
  Assignment 2 - Designing a JAVA application involving several classes and array of objects
  
  **Description:**
  This assignment will require students to use the selection and iteration control structures and methods. Students will also be expected to design UML class diagrams and write Java code to solve a problem that will involve many classes and an array of objects.
  
  **Weighting:**
  10%
  
  **Criteria for assessment:**
Assessment Requirements

Detailed assessment criteria will be issued along with the assignment.

1. All programs must run and compile correctly. Evidence of testing is required.
2. Programs must meet the problem specification
3. Java code should be readable and maintainable and follow the style recommended in the prescribed text book.
4. Programs should be documented
5. Students should be able to answer questions about their own work during an interview scheduled outside the lab class

Due date: Friday 5:00pm EST Week 11

• Assessment task 3

Title: Laboratory Work and VILLE Quizzes
Description: In week 2 - 11 students will be expected to write and execute code to perform a task specified at the start of their Laboratory session. The specified coding task will come from a Laboratory task specification sheet released prior to each Laboratory session allowing for preparation.

Students will be expected to complete 10 quizzes that will help them to read and trace code. The quizzes from weeks 2 -11 will be available online and will be graded automatically. Each week a new quiz will be released and students are expected to complete the quiz within before the end of their Laboratory session for that week.

Weighting: 20%

Criteria for assessment: Laboratory work will be assessed during the Laboratory session. VILLE quizzes are automatically marked after the student has submitted a quiz.

Due date: The end of the Laboratory session in weeks 2 - 11 in which the work is performed.

Examinations

• Examination 1

Weighting: 60%

Length: 3 hours
Type (open/closed book): Closed book
Electronic devices allowed in the exam: None

Assignment submission

It is a University requirement (http://www.policy.monash.edu/policy-bank/academic/education/conduct/plagiarism-procedures.html) for students to submit an assignment coversheet for each assessment item. Faculty Assignment coversheets can be found at http://www.infotech.monash.edu.au/resources/student/forms/. Please check
Assessment Requirements

with your Lecturer on the submission method for your assignment coversheet (e.g. attach a file to the online assignment submission, hand-in a hard copy, or use an online quiz).

Extensions and penalties

Submission must be made by the due date otherwise penalties will be enforced.


Returning assignments

Students can expect assignments to be returned within two weeks of the submission date or after receipt, whichever is later.
Other Information

Policies

Monash has educational policies, procedures and guidelines, which are designed to ensure that staff and students are aware of the University’s academic standards, and to provide advice on how they might uphold them. You can find Monash's Education Policies at: http://policy.monash.edu.au/policy-bank/academic/education/index.html

Key educational policies include:

- Plagiarism (http://www.policy.monash.edu/policy-bank/academic/education/conduct/plagiarism-policy.html)
- Special Consideration (http://www.policy.monash.edu/policy-bank/academic/education/assessment/special-consideration-policy.html)
- Grading Scale (http://www.policy.monash.edu/policy-bank/academic/education/assessment/grading-scale-policy.html)
- Discipline: Student Policy (http://www.policy.monash.edu/policy-bank/academic/education/conduct/student-discipline-policy.html)
- Academic Calendar and Semesters (http://www.monash.edu.au/students/key-dates/);

and


Student services

The University provides many different kinds of support services for you. Contact your tutor if you need advice and see the range of services available at www.monash.edu.au/students. The Monash University Library provides a range of services and resources that enable you to save time and be more effective in your learning and research. Go to http://www.lib.monash.edu.au or the library tab in my.monash portal for more information. Students who have a disability or medical condition are welcome to contact the Disability Liaison Unit to discuss academic support services. Disability Liaison Officers (DLOs) visit all Victorian campuses on a regular basis.

- Website: http://adm.monash.edu/sss/equity-diversity/disability-liaison/index.html;
- Telephone: 03 9905 5704 to book an appointment with a DLO;
- Email: dlu@monash.edu
- Drop In: Equity and Diversity Centre, Level 1 Gallery Building (Building 55), Monash University, Clayton Campus.

READING LIST

For all students:


Other Information

For student with advanced programming skills: