Wake Technical Community College  
Computer Technologies Division Syllabus

**Course Number:**  
CSC-151

**Course Title:**  
Introduction to Java Programming

**Textbook Information**  
(Opens in Barnes & Noble Search window)  
http://waketech.bncollege.com/webapp/wcs/stores/servlet/TBWizardView?catalogId=10001&langId=-1&storeId=65227

<table>
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<th>Online and Hybrid Course Information</th>
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<td><strong>Students in Curriculum Education Online and Hybrid courses</strong> must complete the <strong>Course Entry Quiz</strong> during the first 10% of the course. The quiz can be found on the course’s Blackboard site on the first day of class. Students who fail to complete the quiz within the required time frame will be immediately marked as “NA” (Never Attending) and <strong>dropped from the class</strong>.</td>
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<td>This class may include at least one proctored assignment and/or test that will require attendance at a testing center or an approved proctored location.</td>
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**Course Description:**  
This course introduces computer programming using the JAVA programming language with object-oriented programming principles. Emphasis is placed on event-driven programming methods, including creating and manipulating objects, classes, and using object-oriented tools such as the class debugger. Upon completion students should be able to design, code, test, debug JAVA language programs. This course has been approved to satisfy the Comprehensive Articulation Agreement for transferability as a pre-major and/or elective course requirement.

**Software Used to Complete Coursework:**  
A virtual machine capable of being run in VMware Player will be supplied with the following software: Java Development Kit (JDK) for Java 8, Eclipse with JavaFX support, IntelliJ IDEA.

**Other Required Equipment:**  
None

**Special Instructions:**  
None

**Credit Hours:**  
Three (3) Semester Hours

**Pre-requisites:**  
None

**Co-requisites:**  
None
Course Goals:
1. Implement Java programs using Object Oriented programming techniques.
2. Create Java programs that display simple Graphical User Interfaces and use inheritance, exception handlers, and polymorphism

Student Learning Outcomes:
Upon successful completion, students will be able to demonstrate (through completion of class work and assignments):

• Define, write, test and debug java programs with the appropriate use of classes, object creation, control structures, core packages, access modifiers, constructors and primitive and object data types.
• Define, write, test and debug GUI programs.
• Define, write, test and debug programs using exception handlers, inheritance, and polymorphism.

Grading:
• Grading information for this course can be found in Blackboard

Subject Areas:
Note: The order in which these subject areas are presented may be changed/modified by your instructor. This list is offered only as a guide. The pace of each class differs according to the instructional needs of the students in the class. Always consult with your instructor.

• Introduction to Java Applications
• Introduction to Eclipse
• Introduction to Classes, Objects, Methods, and Strings
• Control Statements
• Methods
• Arrays and ArrayLists
• String and StringBuilder Classes
• Classes and Objects
• Inheritance
• Polymorphism
• Graphical User Interfaces (GUI)
• Exceptions and File I/O

Employability Skills:
Each student will be evaluated based on whether he or she demonstrates the skills that make them employable in their field. These skills may include, but are not limited to: promptness, presence, verbal articulation of subject matter concepts, quality of written communications, respect for their instructor, respect for their classmates, honorable presentation of original work, gracious acceptance of constructive criticism, attention to detail, and a dedication to excellence in their academic goals. These employability skills are direct reflections of the Wake Tech’s Core Values. Ask your individual instructor about how employability skills will affect your grade, and your ability to work in your chosen field once you have completed your academic goals.

Classroom Policies
• Students are responsible for all of the information presented in the Wake Technical Community College Student Handbook
• Please note that computers are to be used at all times for official course purposes.
• Use of computers for general web surfing, e-mailing, chat room discussions, social networking, and any other non-course related task is forbidden. Violation of this rule will result in a grade deduction and possible loss of computer privileges.
• The college forbids the use of all audible electronic equipment during instructional time.
• Forbidden devices include but are not limited to: cell phones, smart phones, MP3 players, tablets, and PDAs.
• If you miss a lecture or arrive late, you are responsible for the material presented, handouts distributed, and any announcements made that day. The instructor will not provide notes for missed classes.

The Core Values of Wake Technical Community College
(Opens in a new window)
https://www.waketech.edu/catalog/history-statement-values-and-accreditation

Student Code of Conduct, Rights, and Responsibilities
(Opens in a new window)
https://www.waketech.edu/catalog/student-code-conduct-rights-and-responsibilities

Disability Support Services (DSS)
Disability Support Services (DSS) is available for students who require academic accommodations due to any physical, psychological, or learning disability. To determine eligibility, contact the office at 919-866-5670. Wake Technical Community College strives to make its websites accessible and usable for people of all abilities. We continue to make improvements and enhancements to our website accessibility features. If you find a feature that is not accessible, or if you have an immediate need, please contact accessibility@waketech.edu.

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