

# CS:2133 – Computer Science II

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## Instructor

Dr. Abhilash Kancharla

Office :: Virtual ONLY

Email :: [abhilash.kancharla@okstate.edu](mailto:abhilash.kancharla@okstate.edu)

Skype :: kancharla.abhilash

Zoom :: [kancharla.abhilash@outlook.com](https://kancharla.abhilash@outlook.com)

Office Hours :: Mon – Thu 3:00 – 5:00 PM CST, via the “Chat” function on the course Canvas page. The chat function is located on the left side tab of the course page, under the “Assignments” tab. If required, a video conference session will be arranged either Skype or on Zoom. Video conferences can be scheduled outside of the office hours as well. The Instructor will make every effort to respond to emails within 24 hours.

## Teaching Assistants

Office hours are via the “Chat” function on the course Canvas page. The chat function is located on the left side tab of the course page, under the “Assignments” tab. If required, a video/audio conference session will be arranged either Skype or on Zoom. Video conferences can be scheduled outside of the office hours as well. The TAs will make every effort to respond to e-mails within 24 hours.

Michael Oliver

Office :: Virtual ONLY

Email :: [micoliv@okstate.edu](mailto:micoliv@okstate.edu)

Skype :: [michael.j.oliver@okstate.edu](mailto:michael.j.oliver@okstate.edu)

Tanusha Katepalli

Office :: Virtual ONLY

Email :: [tanusha.katepalli@okstate.edu](mailto:tanusha.katepalli@okstate.edu)

Skype :: [tanusha.katepalli@okstate.edu](mailto:tanusha.katepalli@okstate.edu)

Peace Ishola

Office :: Virtual ONLY

Email :: [peace.o.ishola@okstate.edu](mailto:peace.o.ishola@okstate.edu)

Skype :: [peace.o.ishola@okstate.edu](mailto:peace.o.ishola@okstate.edu)

| Time    | Mon     | Tue     | Wed     | Thu     | Fri     | Time    |
|---------|---------|---------|---------|---------|---------|---------|
| 8 - 9   |         |         |         | Peace   | Peace   | 8 - 9   |
| 9 - 10  | Tanusha |         | Peace   | Peace   | Peace   | 9 - 10  |
| 10 - 11 | Tanusha | Tanusha | Tanusha | Tanusha |         | 10 - 11 |
| 11 - 12 |         | Tanusha | Peace   | Tanusha |         | 11 - 12 |
| 12 - 1  | Oliver  | Peace   |         | Tanusha |         | 12 - 1  |
| 1 - 2   |         |         |         |         | Tanusha | 1 - 2   |
| 2 - 3   |         |         | Peace   |         | Tanusha | 2 - 3   |
| 3 - 4   |         |         |         |         |         | 3 - 4   |
| 4 - 5   |         |         |         |         |         | 4 - 5   |
| 5 - 6   | Oliver  | Oliver  | Oliver  |         |         | 5 - 6   |
| 6 - 7   |         |         |         | Peace   | Peace   | 6 - 7   |

## Description

**This is an online course.** Computer Science II will dig deeper into the OOP concepts of programming using Java as the computer language. By the end of the course, you will be proficient enough to interpret and execute a java code that uses OOP concepts by a computer and also be able to write efficient programs.

All lectures, resources, assignments, and correspondence are accessed entirely online through Canvas at [canvas.okstate.edu](https://canvas.okstate.edu). You must use your campus email and password to access the course.

## Prerequisites

CS 1113

## Objectives

- Use variables, control structures, arrays and method definitions to produce useful text-based programs that solve both toy and real-world problems.
- Design well-structured, encapsulated, self-documenting code that can be maintained, updated, and improved as the course progresses.
- Demonstrate robust code that responds gracefully to errors and unexpected user behavior.
- Choose appropriate data structures and data types for representing problems, explain the rationale for such decisions, and express the underlying computational and memory processes that pertain to the various choices

## Course Meetings

NO meetings for the online course. Lecture videos will be posted to Canvas; It will either be by myself or videos by Dr. Vishalini.

## Textbook

Introduction to Java Programming, Brief Version, 10E. Daniel Liang.

## Instructor Response Time

The Instructor will make his best effort to respond within 24-48 hours for all student inquiries. Grades and/or feedback for assignments will be sent within 2 weeks of the assignment due date. Include

## Grading Policy

| Assignment:             | Percentage of Total Grade |
|-------------------------|---------------------------|
| Quizzes or Homeworks    | 10%                       |
| Programming Assignments | 40%                       |
| 2 Midterm exams         | 30%                       |
| Finals                  | 20%                       |

Final grades will be assigned according to the following standard scale:

| Grade | Percentage Earned |
|-------|-------------------|
| A     | 90 – 100%         |
| B     | 80 – 89.9%        |
| C     | 70 – 79.9%        |
| D     | 60 – 69.9%        |
| F     | 0 – 59.9%         |

The instructor reserves the right to curve these percentages downwards if necessary, but they will not be curved upwards

## Assignment Descriptions

- You will have to install your own Java compiler and produce code independently for the programming assignments.
- There will be three exams, two midterms and a comprehensive final. Together, these will account for 50% of your grade. Online exam proctoring will be provided through Examity, and you are responsible for completing each exam by its due date.
- Academic integrity is taken very seriously. You are permitted (and indeed encouraged) to discuss the course material with fellow students in general terms on the Canvas discussion board, but the programs you write must be your own. **Code copied from each other or found on the net will result in an automatic zero** and depending on the egregiousness of the offense may result in earning an 'F!' for the course and facing academic disciplinary measures.
- That said, you are welcome to copy code from your own previous assignments, from programming snippets that we go over in lecture, or from the textbook.

## Technical Requirements

For the final project / programming assignments the students will be needing to install Java compiler and SDK onto their machines.

## Course Schedule

[https://registrar.okstate.edu/academic\\_calendar/academic\\_calendar\\_spring\\_2021.html](https://registrar.okstate.edu/academic_calendar/academic_calendar_spring_2021.html)

| Module   | Date                      | Week    |
|--|---------------------------|---------|
| Getting started with Java<br>Introduction to OOP   | January 19 – January 31   | 1 - 2   |
| Debug, Testing and File<br>I/O, Arrays , Recursion | February 1 – February 14  | 3 - 4   |
| Inheritance, polymorphism,<br>Interfaces           | February 15 – February 28 | 5 - 6   |
| Interfaces, GUI, Widgets                           | March 1 - March 14        | 7 - 8   |
| Exception Handling, Stream I/O                     | March 15 - March 28       | 9 - 10  |
| Generics and Order of growth                       | March 29 - April 11       | 11 - 12 |
| Stacks, heaps, Hash,<br>Trees, DP                  | April 12 - April 25       | 13 - 14 |
| Pre-Finals   | April 26 - May 7          | 15 - 16 |

| Assignment                                    | Tentative Due Date |
|---|--------------------|
| One Quiz every Friday (except the first week) | -                  |
| Programming I                                 | Week 2 - Friday    |
| Programming II                                | Week 5 - Friday    |
| Programming III                               | Week 8 - Friday    |
| Programming IV                                | Week 11 - Friday   |
| Programming V                                 | Week 13 - Friday   |
| Midterm I                                     | February 22        |
| Midterm II                                    | March 29           |
| Final exam                                    | May 06             |

## **Syllabus Attachment**

Other useful information can be found on the OSU syllabus attachment. Students are encouraged to download and read the document. For ease, the attachment has also been posted on Canvas, under the Syllabus module.

## **Office of Student Accessibility Services**

If you think you have a qualifying disability and need accommodations, contact the Office of Student Accessibility Services to start the registration process and to ensure timely implementation of appropriate accommodations.