

WOOD TOBÉ-COBURN SCHOOL

8 East 40th Street

New York, NY 10016-0190

(212) 686-9040 (phone)

(212) 686-9171 (fax)

COURSE SYLLABUS

COURSE / SECTION NUMBER: CA233 JAVA, 4 CREDITS

SEMESTER: FALL SEMESTER – TERM I

DAY(S) / HOURS: M-F 10:00AM – 11:50AM

ROOM:

INSTRUCTOR: Professor D. Safonte

Email: safonte.wtcs@gmail.com (**Preferred**)

Email: dsafonte@woodtobecoburn.edu

Office Phone: (212) 897-0169

OFFICE HOURS: Conference Room B

Wednesday 12:00 PM – 12:50 PM

JAVA COURSE OUTLINE

COURSE DESCRIPTION: This course instructs students to use the Java language to design and implement applications using object-oriented topics of classes and objects, inheritance, and polymorphism. Special emphasis is placed on designing applets for Web pages. Students work in a visual Integrated Development Environment (IDE).

PREREQUISITE(S): CA222 – Object Oriented Programming

CREDITS: 4 Semester Credits

HOURS: 2 Lecture / 2 Lab

INSTRUCTIONAL MATERIALS AND REFERENCES

Required Text:

Farrell, Joyce. Java Programming, 7th Edition. Course Technology, 2014

ISBN-13: 978-1-285-08195-1

Required Software:

NetBeans 7.1.2 Open-Source Software. (Free Programming Software for Java)

Download from Professor Sidaras' Website at <http://www.sidasaras.org/downloads/netbeans.exe>

Java SDK 7 (Free Software Developer's Kit from Oracle, Required for NetBeans)

NetBeans Installation will lead you to the Oracle website so you can download and install Java SDK 7.

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Additional Requirements:

- A loose leaf binder or notebook to keep notes.
- A flash drive is suggested to keep your data files and programming projects on, so you can take them with you between class and home.
- -OR- Use of a Google Drive folder where you save your items DAILY!

There will be assignments that may be started in class, but need to be completed at home. This will be the easiest way for you to do that. If you do not have a flash drive and cannot obtain one, then you are responsible for compressing your files into a single ZIP file and emailing it to yourself daily, so you have access to them at home. You will then have to download the zip file from your email and extract it to your hard drive before you can begin working again. This is why a flash drive is easier, faster and better.

References

Burd, Barry. Beginning Programming with Java for Dummies, 3rd Edition. Wiley Publishing, 2012. ISBN-13: 978-0-470-37174-9

Kurniawan, Budi. Java 7: A Beginner's Tutorial, 3rd Edition. Brainy Software Corp, 2011. ISBN-13: 978-0-980-83961-6

Dietel, Harvey M. and Paul J. Java How to Program, 9th Edition. Prentice Hall, 2009. ISBN-13: 978-0-132-94094-8

Dietel, Harvey M., Paul J. and Abbey. Internet and the World Wide Web How to Program, 5th Edition. Prentice Hall, 2011. ISBN-13: 978-0-980-83961-6

DATA PROTECTION:

*Make sure you save **ALL** your data frequently **ON YOUR OWN FLASH DRIVE**. You also should **back up** the entire contents of your flash drive to your home computer frequently (**at least once a week**). Any loss of data or failure of your computer is your own responsibility. **Loss of data files is not an acceptable excuse for late assignments.***

COURSE OBJECTIVES

Upon successful completion of this course, the student will be able to:

- A. Create variables of appropriate types.
- B. Design and implement classes, constructors, mutators, and accessors.
- C. Write statements to get user input
- D. Write and debug control-flow programs.
- E. Design and implement arrays.
- F. Manipulate strings.
- G. Create and call applets.
- H. Place graphic elements on a Web page.
- I. Use inheritance to create subclasses and superclasses.
- J. Design and create GUIs using AWT.
- K. Write event handlers.
- L. Trap user errors.
- M. Read and write files sequentially and randomly.
- N. Create multithreaded processes.
- O. Animate graphics.

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COURSE POLICIES AND GUIDELINES

COURSE POLICIES: To successfully complete the course, students are expected to follow these classroom policies:

- A. Bring the textbook to every class session. The book may be needed to complete labs.
 - B. Maintain regular attendance at all class sessions. If you are absent, it is your responsibility to complete all required lessons and assignments. It is also your responsibility to turn in work due on the date of the absence via email to the professor. Late work may only be accepted at the discretion of the instructor with an excused absence (court date with written proof, or doctors' note). No one is guaranteed acceptance of late work.
 - C. Complete your own work. Submission of someone else's work as your own will result in a 0 for that assignment and possible failure of the course.
 - D. Demonstrate professional courtesy in speaking and behavior shown towards the instructor and classmates.
 - E. All cell phones and electronic devices **MUST** be **OFF** during class!
 - F. No Instant Messaging, Tweeting, Facebook Usage, Web Surfing, or anything of the sort in the classroom, whether on the school computers or your own devices.
 - G. No eating or drinking allowed in class.
 - H. You are required to be in dress code to every class session. If you are not, you will be asked to leave and see the Director of Education.
 - I. **Homework and Lab Work count for 40% of your grade!** Homework will be counted as 100% when handed in on time. There will be a 5% deduction for each DAY that assignment is late. If you are absent from class, you are required to get the day assignment from either myself or a classmate.
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TEACHING STRATEGIES

- A. Lecture and discussion.
- B. Board demonstrations and desk-checking
- C. Lab exercises
- D. Programming Projects

ATTENDANCE AND LATE ARRIVAL POLICY

- A. All Classes being on the hour.
- B. Attendance will be taken at the beginning of each class (within first 5 minutes).
- C. Arrival after last name is called is LATE!
- D. Three late arrivals will equate to one absence and will be recorded as such in our school attendance records.
- E. Students who arrive 20 minutes or more late to class will be considered absent. Students are encouraged to enter the class at this time as long as they do not disrupt the class, so they can at least benefit from the lesson for the day.
- F. Regular class attendance is essential. Regular and punctual attendance is extremely important while in school and makes it considerably easier to satisfy employers who demand this behavior. Development of professional conduct at Wood Tobé-Coburn School is just as important as the development of skills

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- G. Absence from class, regardless of reason involves a loss to both the student and to other members of the class. Wood Tobé-Coburn School policy requires students to attend all classes. While it is recognized that certain reasons beyond the control of the student may make it impossible to attend class, excessive absenteeism may result in a lowered grade or other administrative action. An absence rate in excess of 10% of the classes scheduled may result in dismissal from school. A student who accumulates ten consecutive days of absence is considered to have withdrawn from school
 - H. Attendance is expected and is taken each day. If you will not be able to attend class, email me at Safonte.wtcs@gmail.com within class hours. Also call a classmate to obtain the homework assignments. You are responsible for the content covered during your absence; this includes all assignments, class work, and work due on the day of your absence
 - I. Please do not ask to leave the class early. If you are late or leave class early, you will not earn credit for attending class that day. If you are late to class, wait until after class to tell me. It is your responsibility to inform me that you were in class and see that it is marked on my attendance sheet
 - J. Professional behavior is expected of all students. You are expected to abide by the Wood Tobé-Coburn School Academic Catalog and the student handbook for conduct, ethical behavior, and other rules/regulations
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ACADEMIC DISHONESTY POLICY:

Academic dishonesty includes, but is not limited to, using unauthorized aids to complete an exam or project, submitting another student's work, sharing data via the network or diskette/flash drive, and copying from another student with or without their permission.

The Director of Education will suspend students who are caught cheating from school for a minimum of 24 hours. In addition, the students will not receive any credit for the work in question or any other work missed during the period of suspension.

DRESS CODE POLICY:

Students are required to dress in appropriate professional attire. The Wood Tobé-Coburn School student is expected to maintain the same high standard of appearance and grooming that are expected by the business, design, and health care communities.

Students who are not in compliance with the dress code will be sent home. Faculty members may send students home from class or may elect to send them to the Director of Education to be sent home. Students will not be allowed to make up work missed during the period of suspension.

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ASSIGNMENTS:

In order to achieve the course objectives, you will use the textbook and other reference sources to complete in-class and homework exercises, as well as a final project. Completing all homework and in-class assignments will help you maximize your achievement on the tests and other writing assignments.

METHODS OF EVALUATION: Course grade is determined as follows*:

* Professor Reserves the Right to Eliminate/Recalculate Any Assessment.

| | |
|---------------|-----|
| Attendance | 5% |
| Participation | 5% |
| Homework/Labs | 40% |
| Mid Term Exam | 15% |
| Quizzes | 10% |
| Final Exam | |
| Final Project | |

GRADING SYSTEM: A = 95 < 100 A- = 90 < 94 B+ = 87 < 89 B = 84 < 86 B- = 80 < 83 C+ = 76 < 79 C = 72 < 75 C- = 68 < 71 D+ = 64 < 67 D = 60 < 63 F = 0 < 59

All Assignment Submissions

Assignments and source-code must be checked for accuracy and be well documented. All submitted labs, homework and projects must compile "Error Free" for full credit to be considered. **Any assignment that does NOT compile "Error Free" but is deemed an honest effort will receive an automatic grade of not less than 50%.** Any assignment deemed not to be an honest effort will receive a 0. You are expected to have tested and successfully executed your programming prior to submission. Submissions must include Your Name, Course Number and Section, Professor's Name, Assignment Name and Date as comments in the source file. **ALL SUBMISSIONS MUST BE FOR THE ENTIRE PROJECT FOLDER, AND NOT JUST THE SOURCE CODE. SUBMISSIONS ARE TO BE SINGLE ZIP FILE ONLY, NOT SEPARATE FILES, AND MUST BE SUBMITTED VIA Google Drive or email to Safonte.WTCS@gmail.com**

No printed submissions. (Single Zip File mean in windows zip file format, not .rar or any other compression method. This means all your source code and any supplemental files should be placed into a folder which bears the name of the assignment, and that folder should be zipped up for submission.)

Homework/Labs

You may be given various classroom hands-on labs and/or homework assignments to be completed individually throughout the term, in addition to hands-on exercises we complete as a class together during lectures. These assignments are to solidify your programming skills in preparation for the final project and exams. They do need to be handed in, and will be graded. The professor may float the room and inspect progress. **Regular completion of classroom labs and homework also count toward classroom participation.**

Each missing class work assignment results in 1 point deduction from participation.

Assignments have **DUE DATES** that need to be met for full credit. Any late assignment, if approved by the instructor, will be subject to a **5% PENALTY PER DAY against the grade of that assignment**, up to 10 days late. Thereafter, the assignment **will not be accepted**. You are responsible for checking the course website daily for new homework assignments, as I may post them at ANY time, whether or not discussed in class.

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Attendance/Participation

EACH STUDENT STARTS WITH 5 POINTS EACH FOR ATTENDANCE/PARTICIPATION ON DAY ONE!

It's up to you to work hard to keep them. Your participation encompasses a lot of work. Labs, Reading Assignments, Homework Assignments, Classroom Discussions, Quizzes, Attendance, Punctuality and Classroom Etiquette all fall under this part of your grade. Your participation is graded on completion, as well as attendance and punctuality. If you do ALL the work, including quizzes, respect the policies and classroom etiquette, and you are never absent or late, then you will keep the full 10 points. Miss any work and points may be deducted as discussed earlier. One Point may also be deducted for each absence, and ½ point for lateness. If you are more than 20 minutes late, a full point will be deducted as if you were absent. Make no mistake; participation heavily affects your grade! A loss of all participation points means you will likely NOT earn better than a "B+" in this class!

Quizzes

There will be 6 quizzes throughout the term. Quizzes will generally be every week, except on the week of the Midterm Exam and Final Exam. They may be given on different days during the week. Quizzes cannot be made up if you are absent, regardless of reason or note.

Midterm Exam

There WILL be a multi-chapter, cumulative written exam at the Midterm Point. This assessment will be graded on a 100% scale and will include True/False and Multiple Choice questions. There will also be critical thinking questions in the form of desk-checking, debugging and writing of code.

The date of this exam will be: Thursday, September 26th, 2013

Final Exam and Final Project

There WILL be a multi-chapter, cumulative written exam at the Final Point. This assessment will be graded on a 100% scale and will include include True/False and Multiple Choice questions. There will also be critical thinking questions in the form of desk-checking, debugging and writing of code.

The date of this exam will be: Thursday, October 24th, 2013

There will be a Final Project in this class. Students will be responsible for working individually to create a comprehensive working application based on the skills learned throughout the term. Students will be permitted to choose from two projects from the text book.

Students will have to choose their project by 09/30/2013. Once chosen, a notification MUST be sent by email to the professor.

The due date will be Wednesday October 23rd, 2013.

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TOPICAL OUTLINE: This is a tentative Outline/Schedule. Some chapters may need more than one week. That will be determined as we progress through the semester.

| Week | Topics | Chapter Readings | Exams/Labs/HW |
|--------------------------------------|---------------------------------------------------------------------------|-------------------------|----------------------------------------------------------------------------------------------------------|
| Wk. 1 09/03 - 09/06 | 1. Programming Technology <input type="checkbox"/> | | Quiz #1 - TBA |
| | 2. Object Oriented Planning <input type="checkbox"/> | Chapter 1 | Classwork: Lab #1 – Ch. 1 |
| | 3. Java Programming Language Features <input type="checkbox"/> | | Programming Exercise |
| | 4. Java Classes and Errors <input type="checkbox"/> | Chapter 2 | Lab #2 – Ch1. Debugging Exercise |
| | 5. GUI Output <input type="checkbox"/> | | Lab #3 – Ch. 2 |
| | 6. Using Data – Creating Constraints & Variables <input type="checkbox"/> | | Programming Exercise |
| | 7. Data Types <input type="checkbox"/> | | Lab #4 – Ch. 2 Debugging Exercise |
| | | | Homework: Chapter 1: Review Questions Due: Wednesday Chapter 2: Review Questions Due: Friday |
| Wk. 2 09/19 – 09/13 | 1. Methods & Classes <input type="checkbox"/> | Chapter 3 | Quiz #2 - TBA |
| | 2. Objects <input type="checkbox"/> | | Classwork: Lab #1 – Ch. 3 |
| | 3. Constructors <input type="checkbox"/> | Chapter 4 | Programming Exercise |
| | 4. Overloading <input type="checkbox"/> | | Lab #2 – Ch 3. Debugging Exercise |
| | 5. Scope, Static Variables, Constants <input type="checkbox"/> | | Lab #3 – Ch. 4 |
| | 6. Composition <input type="checkbox"/> | | Programming Exercise |
| | | | Lab #4 – Ch. 4 Debugging Exercise |
| | | | Homework: Chapter 3: Review Questions Due: Wednesday Chapter 4: Review Questions Due: Friday |
| Wk. 3 09/16 – 09/20 | 1. Decision-Making Logic <input type="checkbox"/> | Chapter 5 | Quiz #3 – TBA |
| | 2. If/If-else Structures <input type="checkbox"/> | | Classwork: Lab #1 – Ch. 5 |
| | 3. Logical Operators (And/Or) <input type="checkbox"/> | Chapter 6 | Programming Exercise |
| | 4. Switch Statements <input type="checkbox"/> | | Lab #2 – Ch 5. Debugging Exercise |
| | 5. Comparison and NOT operators <input type="checkbox"/> | | Lab #3 – Ch. 6 |
| | 6. Loop Structures <input type="checkbox"/> | | Programming Exercise |
| | 7. While, For and Do-While Loops <input type="checkbox"/> | | Lab #4 – Ch. 6 Debugging Exercise |
| | | | Homework: Chapter 5: Review Questions Due: Wednesday Chapter 6: Review Questions Due: Friday |

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Wk. 4
09/23 – 09/27

- | | | |
|-----------------------------------------|--------------------------|-----------|
| 1. String Data, Objects & Methods | <input type="checkbox"/> | |
| 2. Converting Strings to Numbers | <input type="checkbox"/> | Chapter 7 |
| 3. StringBuilder & StringBuffer Classes | <input type="checkbox"/> | Chapter 8 |
| 4. Declaring/Initializing Arrays | <input type="checkbox"/> | |
| 5. Arrays of Objects | <input type="checkbox"/> | MIDTERM |
| 6. Searching Arrays | <input type="checkbox"/> | Exam: |
| 7. Arrays and Methods | <input type="checkbox"/> | Chapters |
| 8. Midterm Exam | <input type="checkbox"/> | 1 – 7 |

MIDTERM 09/26

Classwork:

Lab #1 – Ch. 7

Programming Exercise

Lab #2 – Ch 7. Debugging Exercise

Lab #3 – Ch. 8

Programming Exercise

Lab #4 – Ch. 8 Debugging Exercise

Homework:

Chapter 7: Review Questions

Due: Wednesday

Chapter 8: Review Questions

Due: Friday

Wk. 5
09/30 – 10/04

- | | | |
|---------------------------------------------|--------------------------|------------|
| 1. Sorting Arrays | <input type="checkbox"/> | |
| 2. Multi-dimensional Arrays | <input type="checkbox"/> | Chapter 9 |
| 3. <i>Arrays</i> & <i>ArrayList</i> Classes | <input type="checkbox"/> | Chapter 10 |
| 4. Enumerations | <input type="checkbox"/> | |
| 5. Inheritance | <input type="checkbox"/> | |
| 6. Overriding Superclass Methods | <input type="checkbox"/> | |
| 7. Constructors with Inheritance | <input type="checkbox"/> | |
| 8. Accessing Superclass Methods | <input type="checkbox"/> | |

Quiz #4 – TBA

Classwork:

Lab #1 – Ch. 9

Programming Exercise

Lab #2 – Ch. 9 Debugging Exercise

Lab #3 – Ch. 10

Programming Exercise

Lab #4 – Ch. 10 Debugging Exercise

Homework:

Chapter 9: Review Questions

Due: Wednesday

Chapter 10: Review Questions

Due: Friday

Wk. 6
10/07 – 10/11

- | | | |
|-------------------------------|--------------------------|------------|
| 1. Abstract Classes | <input type="checkbox"/> | |
| 2. Arrays of Subclass Objects | <input type="checkbox"/> | Chapter 11 |
| 3. The <i>Object</i> Class | <input type="checkbox"/> | Chapter 12 |
| 4. Interfaces & Packages | <input type="checkbox"/> | |
| 5. Exceptions | <input type="checkbox"/> | |
| 6. Try/Catch | <input type="checkbox"/> | |
| 7. Using Assertions | <input type="checkbox"/> | |

Quiz #5 – TBA

Classwork:

Lab #1 – Ch. 11

Programming Exercise

Lab #2 – Ch. 11 Debugging Exercise

Lab #3 – Ch. 12

Programming Exercise

Lab #4 – Ch. 12 Debugging Exercise

Homework:

Chapter 11: Review Questions

Due: Wednesday

Chapter 12: Review Questions

Due: Friday

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Wk. 7

10/14 – 10/18

- | | | |
|----------------------------------------|--------------------------|------------|
| 1. Computer Files | <input type="checkbox"/> | |
| 2. Using the <i>Path</i> Class | <input type="checkbox"/> | Chapter 13 |
| 3. File Organization, Streams, Buffers | <input type="checkbox"/> | Chapter 14 |
| 4. The <i>IO</i> Classes | <input type="checkbox"/> | |
| 5. Sequential & Random-Access Files | <input type="checkbox"/> | |
| 6. Swing Components | <input type="checkbox"/> | |
| 7. GUI Layout | <input type="checkbox"/> | |
| 8. Event-Driven Programming | <input type="checkbox"/> | |

Quiz #6 – TBA

Classwork:

Lab #1 – Ch. 13

Programming Exercise

Lab #2 – Ch. 13 Debugging Exercise

Lab #3 – Ch. 14

Programming Exercise

Lab #4 – Ch. 14 Debugging Exercise

Homework:

Chapter 13: Review Questions

Due: Wednesday

Chapter 14: Review Questions

Due: Friday

Wk. 8

10/21 – 10/25

- | | | |
|----------------------------------|--------------------------|------------|
| 1. Advanced GUI | <input type="checkbox"/> | |
| 2. <i>AWTEvent</i> Class Methods | <input type="checkbox"/> | Chapter 15 |
| 3. Handling Mouse Events | <input type="checkbox"/> | Exam: |
| 4. Using Menus | <input type="checkbox"/> | Ch. 9-15 |
| 5. Applets | <input type="checkbox"/> | |
| 6. HTML Documents | <input type="checkbox"/> | |
| 7. Multimedia and Images | <input type="checkbox"/> | |
| 8. Sound | <input type="checkbox"/> | |
| 9. Final Project | <input type="checkbox"/> | |
| 10. Final Exam | <input type="checkbox"/> | |

Classwork:

Wednesday 10/23:

Review for Final

Homework:

Chapter 15: Review Questions

Due: Wednesday

Final Exam – Thursday 10/24

EXTRA CREDIT

EXTRA CREDIT 1: MODIFY THE FINAL PROJECT REQUIREMENTS #1

Whichever game project is chosen by the student, this modification will require using image files of poker cards or image files of colored sets of dice. It will also have to include input and display of a player's name, counts of how many attempts have been made, how many resulted in wins, and how many resulted in losses. It will also have to take advantage of color enhancements for the applet, including strategic use of colored backgrounds, font and/or buttons, where appropriate. Care should be given NOT

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to over-format with the use of color. Successful completion of these extra credit modifications will result in 5% extra credit on your overall course grade. It can be used in combination with Extra Credit #2, but NOT Extra Credit #3.

EXTRA CREDIT 2: MODIFY THE FINAL PROJECT REQUIREMENTS #2

Whichever game project is chosen by the student, this modification will require using sound files, where appropriate, to enhance the game playing experience. You might think about using an intro sound file at the start of the game, a buzzer type sound file when a loss has occurred, a bell type sound file when a win has occurred, a sound for when a button is clicked, and/or sounds for the animation of rolling the dice or flipping the cards. It is up to you to decide how many sounds to include, which ones to use, how to get the sound files needed, and how to time the program so that the sounds don't overlap. Successful completion of these extra credit modifications will result in 5% extra credit on your overall course grade. It can be used in combination with Extra Credit #2, but NOT Extra Credit #3.

EXTRA CREDIT 3: CASH REGISTER PROGRAM

This extra credit option is NOT part of the final project, but requires a separate fully functioning project to be created in addition to the final project. Students who choose this option may NOT choose Extra Credit 1 or 2. Students completing this option must create a program that can take user input of items to be ordered for a fast food restaurant. There must be a listing of at least 10 items and unit prices for ordering, up to a maximum of 100 items. There must be a rolling count of how many total items have been ordered, along with the quantity for each item, the unit price for each item, and the subtotal for each item. The program should allow for at least 3 unique items per order, up to a maximum of 10. The program should provide a way for the customer to indicate he or she is finished ordering, at which time the order subtotal, tax and grand total should be calculated and displayed. You will use New York City Sales Tax Rate 8.875%. The program should then accept a cash payment for the order, calculate any change due, display the change due and a message thanking the customer. The program should loop around for as many new orders as necessary until the user decides to terminate the program. Successful completion of this extra credit project will result in 10% extra credit on your overall course grade.

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EXTRA CREDIT CONT'D

NO STUDENT MAY EARN IN EXCESS OF 10% EXTRA CREDIT THROUGHOUT THE TERM. Therefore, each student may elect to do:

1. Only Extra Credit Option #1
2. Only Extra Credit Option #2
3. Only Extra Credit Option #3
4. Both Extra Credit Options #1 and #2

Students may NOT elect any additional Extra Credit Option if Extra Credit Option #3 is chosen. Students also may NOT elect to do or request any additional extra credit not already on this approved list. Exams and Quizzes may NOT be taken more than once for better grades. Students may NOT elect to do any of these extra credit options as a substitution for omitting any exams or quizzes, homework or lab assignments. Any earned extra credit is to improve grades on completed assignments only, and not to improve grades because of a student's lack of completing other assignments. Therefore, any extra credit earned on these assignments will be reduced by the amount of missing assignments, quizzes and exams.

BONUS CREDIT

Bonus credit will be treated as separate from Extra Credit. Students will be given a one-time opportunity to earn back lost participation points due solely to missing homework assignments, labs, quizzes and/or exams, and absenteeism/tardiness. This will not be to improve upon grades of completed assignments. This will only improve the total participation points, if there are any deductions to the participation points.

Since participation points are lost because of a lack of dedication to your responsibilities as a student, you will have to earn back my belief in your dedication to these responsibilities by completing the Final Project ahead of schedule by two weeks or more. Students who do so will prove that they acknowledge responsibility for their own actions, and take necessary steps to improve their actions in the future. This is an invaluable commodity in the business world. Saying you are dedicated only goes so far, but proving it earns back belief. So, students who wish to earn this one-time bonus credit must turn in their **Final Project NOT LATER than Wednesday October 9th, 2013 for special consideration of up to 5 points in earned back participation, not to exceed the original 10 total participation points.**

NO OPPORTUNITIES WILL BE GIVEN TO EARN BACK LOST PARTICIPATION!