

Introduction to Programming

CS 46A

Spring 2026 Section 01 In Person 4 Unit(s) 01/22/2026 to 05/11/2026 Modified 01/22/2026

Contact Information

Instructor: Ethel Tshukudu

Class Time: TuTh 3:00PM -4:15PM Lecture Room: Duncan Hall 450

Office Hours: Tuesday and Thursday 1:30pm to 2:30pm at MH(MacQuarrie Hall) 211

Email: ethel.tshukudu@sjsu.edu

Feel free to reach out to me via email or drop by during office hours if you need any help. I'm here to support you!

Course Description and Requisites

Introduction to programming for anyone new to the field or who needs a refresher with basic Java programming syntax, object-oriented paradigm, control structures, iteration, etc. Hands-on activities in writing, compiling, executing, and debugging programs for solving real-world problems.

Lecture 3 hours/lab 3 hours.

Prerequisite(s): Math Enrollment Category M-I, M-II, or M-III, or MATH 1 with a grade of "C-" or better; and a major of Computer Science, Applied and Computational Math, Software Engineering, Forensic Science: Digital Evidence, or Undeclared; or instructor consent.

Letter Graded

Classroom Protocols

Commitment to Equity

- Our classroom is a space where everyone is respected, regardless of background, identity, or experience level. Diversity in thought, culture, and perspective enriches our learning environment.

- Everyone's voice matters. Actively listen to others, and contribute constructively. Encourage and support your peers, especially those who might need a little extra help or confidence to participate.

Academic Integrity

- Your work must be your own. This means all code, assignments, and projects should be created and completed independently unless group or pair work is explicitly allowed.
- AI tools (e.g., ChatGPT) may be used to support studying and learning, such as clarifying concepts or helping you think through challenging topics. However, AI tools may NOT be used to generate work that you submit, unless the instructor explicitly states that AI use is allowed for a specific assignment or portion of an assignment. The default rule is that AI use is not permitted on assignments unless explicitly allowed.
- While discussing concepts and helping each other understand challenging topics is encouraged, the final submission for individual work must reflect your own understanding and your own work. Copying code from another student, submitting AI-generated code or text, or copying from other sources is considered plagiarism.
- Students may be asked to explain their code or reasoning to demonstrate their understanding. Failure to do so may result in a penalty, including a reduction in grade.
- If plagiarism is detected, you will receive a warning, and your grade for the assignment may be reduced or given a zero, depending on the severity. Continued plagiarism may result in more serious consequences, including failure of the course and reporting to university administration.

Academic Integrity Course Work and Deadlines

I understand that life happens, and this course is designed to balance flexibility with fairness and accountability.

Homework

Homework is the only category for which late submissions are allowed.

- Homework may be submitted up to 48 hours late with a 10% deduction per day (maximum 20%).
- Homework submitted more than 48 hours late will not be accepted.
- Late submission policies apply automatically; no email is required.

Each student is allowed at least one make-up homework during the semester for unforeseen circumstances, no documentation required. This is intended to cover situations such as illness, emergencies, or unexpected conflicts.

Participation Exercises

Participation exercises are 15-minute, in-class coding activities designed to support learning through active engagement.

- These exercises must be completed and submitted on the same day.

- No late submissions are accepted for participation exercises.
- Because these are participation-based, attendance and engagement are required.

Students may use their one allowed make-up for a participation exercise missed due to unforeseen circumstances. No documentation is required for this one-time accommodation.

Labs

Labs are mandatory, participation-based activities.

- Attendance at labs is required. If you miss 3 labs you will be dropped from the course.
- No late submissions are accepted for labs.
- Labs cannot be made up unless appropriate documentation (e.g., medical) is provided.

By adhering to this classroom protocol, we can create a learning environment that is fair, respectful, and enriching for everyone. Let's work together to make this a great semester!

Program Information

Diversity Statement - At SJSU, it is important to create a safe learning environment where we can explore, learn, and grow together. We strive to build a diverse, equitable, inclusive culture that values, encourages, and supports students from all backgrounds and experiences.

Course Learning Outcomes (CLOs)

At the end of the course students should be able to:

1. Analyze and explain the behavior of programs using fundamental program constructs
2. Write short programs using fundamental program constructs, including standard conditional and iterative control structures.
3. Identify and correct syntax and logic errors in short programs
4. Select arrays or array lists for a given problem and write short programs using them
5. Design and implement a class based on attributes and behaviors of objects
6. Create and initialize objects using a class and invoke methods to manipulate or retrieve their data.
7. Write Javadoc comments for classes and methods
8. Write graphics programs that draw simple shapes
9. Utilize interfaces and inheritance to define and implement common behaviors across classes, and develop programs that leverage these shared behaviors.
10. Use an integrated development environment (IDE) and a debugger to write, test, and debug programs.

Course Materials

Required Text Book:

In this course, we will use the following textbook: **Java Early Objects** available through ZyBooks

To access this text, use the following instructions:

- Click any zyBooks assignment link in your learning management system
(Do not go to the zyBooks website and create a new account)
- Subscribe
- A subscription is **\$64**. Students may begin subscribing on Jan 08, 2026 and the cutoff to subscribe is May 04, 2026. Subscriptions will last until Jun 02, 2026.

Students can download the static PDF version of the book to their devices.

Optional Text Book:

Big Java - Early Objects

Author: Cay S. Horstmann Publisher: Wiley

Edition: 7th Edition

Required Technology

You will need a laptop with internet access to all classes, labs, and exams

You will need to download Bluej for the IDE: <https://bluej.org> (<https://bluej.org>)

✓ Grading Information

Category Weight Notes

Category	Weight	Notes
Participation Exercises	5%	class exercises
Poll everywhere	5%	during lectures
Reading quizzes	5%	A reading quiz at the start of each lecture
Labs	15%	Every Friday
Homework	15%	Weekly homework
Midterm quiz 1	15%	Covers Week 1-5
Midterm quiz 2	15%	Covers Week 6-10
Exam	25%	Covers all lectures

Grading Scale

Range	Grade
97-100	A+
93-96	A
90-92	A-
87-89	B+
83-86	B
80-82	B-
77-79	C+
73-76	C
70-72	C-
67-69	D+
63-66	D
60-62	D-
Below 60	F

University Policies

Per [University Policy S16-9 \(PDF\)](http://www.sjsu.edu/senate/docs/S16-9.pdf), relevant university policy concerning all courses, such as student responsibilities, academic integrity, accommodations, dropping and adding, consent for recording of class, etc. and available student services (e.g. learning assistance, counseling, and other resources) are listed on the [Syllabus Information](https://www.sjsu.edu/curriculum/courses/syllabus-info.php) web page. Make sure to visit this page to review and be aware of these university policies and resources.