



Welcome to COMP231, one of the most interesting programming courses offered at Computer Science Department

In this course, you will learn some of the concepts, fundamental syntax, and thought processes behind true object-oriented programming (OOP). Upon completion of this course, you'll be able to:

- Demonstrate understanding of classes, constructors, objects, and instantiation.
- Access variables and modifier keywords.
- Develop methods using parameters and return values.
- Build control structures in an object-oriented environment.
- Convert data types using API methods and objects.
- Design object-oriented programs using scope, inheritance, and other design techniques.
- Create an object-oriented application using Java packages, APIs, and interfaces, in conjunction with classes and objects.

In this course, we reinforces concepts with practical exercises in weekly lab sessions and with challenging and engaging programming assignments.

Faculty:

<u>Section #</u>	<u>Instructor Name</u>	<u>Office</u>
1	Dr. Yousef Hassouneh	Masri322
2	Dr. Mamoun Nawahdah *	Masri318
3,5	Mr. Nael Qaraeen	Masri321
4,6	Mr. Wahbeh Mousa	Masri320
7	Mr. Hafez Barghouthi	Masri314

* Course Cordinator

Text Book:

- **Introduction To JAVA Programming, 10th edition**, Author Y.Daniel Liang, Publisher: Prentice Hall. (9th edition is OK)

Grading Criteria:

• Midterm exam	30%
• 4 Assignments	10%
• 4 Quizzes	15%
• Final Practical Exam	10%
• Final exam	35%

Topics Covered in this Course:

Topics	Chapter 10 th Edition	Chapter 9 th Edition	# of lectures
Introduction to Java	1-8	1-7	5
Objects and Classes	9	8	3
Strings	4.4, 10.10, 10.11	9, 14	2
Thinking in Objects	10	10	2
Inheritance and Polymorphism	11	11	3
Midterm Exam (30%)			
Abstract Classes and Interfaces	13	15	3
Exception Handling and Text I/O	12	14	3
JavaFX Basics	14	External Material	3
Event-Driven Programming	15	External Material	3
JavaFX UI Controls	16	External Material	3
Final Exam (35%)			

Lab: Outline:

Lab #	Title	Quizzes
1	Program structure in Java	
2	Structure Programming - Revision	
3	Methods	
4	Arrays and Object Use	Q1
5	Object-Oriented Programming	
6-7	String	Q2
8	Inheritance and Polymorphism	
9-10	Abstract classes and Interfaces and Text I/O	Q3
11	GUI	
12	Event-Driven Programming	Q4
Practical Final Exam (10%)		

Special Regulations:

- Late Assignments will **NOT** be accepted for any reason.
- There will be **NO** makeup quizzes.
- Missing any exam without an **acceptable** excuse will result in a zero grade for that exam.
- **Attendance** is mandatory. University regulations will be strictly enforced.
- Academic **honesty**:
 - o Individual HW assignments must be each student's own work.
 - o Cheating will result in an official university disciplinary review.

Enjoy COMP231!