

### **Advanced Programming (COMP231)**

Course Outline -2<sup>nd</sup> Semester 2020/2021

#### Course information:

a. Course Code: COMP231

b. Course Name: Advanced Programming

c. Prerequisite: Comp230/Comp132/Comp133/Comp142

d. Co-requisite: none

### **Course Description:**

Object Oriented Analysis, Design, Programming, and Applications. The theory behind OOP will be examined, analyze, and design programs using one of the Object-Oriented languages. Structure of the language (classes & interface), language syntax and features, input/output, events handlers and applications, using GUI library (JavaFX), and threads.

#### Course Goals:

During this course, the student will develop better problem-solving techniques, programming and program design skills, Procedural Programming. You will learn the principles, knowledge and skills to utilize the object-oriented programming paradigm; using the Java programming language to design and write object-oriented programs to process text files and build graphical user interfaces (GUIs).

### **Course Objectives:**

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.

#### **Course Outcomes:**

- A. Knowledge and understanding
  - 1. To be familiar with the essential theories, concepts, and principles related to information technology and computer applications as appropriate to the program of study.
  - 2. To gain the knowledge and skills needed to be able to provide computer science solutions to information technology problems.
- B. Intellectual/Cognitive skills
  - 1 .To be able to analyze problems related to computing and to provide solutions related to the design/construction of computing systems.
- C. Subject specific and practical skills
  - 1 Apply appropriate processes and methodologies to specify, design, implement, verify, and maintain computer-based systems.

# **Teaching and learning methods:**

- A. Lectures
- B. Labs
- C. Assignments and project
- D. Lab Works
- E. Exams

# Course Instructors:

Section # (Lecture)	Instructor Name	<u>Office</u>
1	Dr. Yousef Hassouneh	Masri322
2	Mr.Murad Njoum *	Masri322
3	Mr.Farid Mohammad	

<sup>\*</sup>Course coordinator

# References:

Introduction to JAVA Programming, 11<sup>th</sup> edition (10<sup>th</sup> edition is ok), Author Y.Daniel Liang, Publisher: Prentice Hall.

**Laboratory Work Book** (COMP231)

# **Grading Policy:**

Mid Term Exam	25%
Final Exam	35%
Home works* and Lab Works (include Quizzes)	25%
Project	15%

<sup>\*</sup> Home works are take-home assignments that must be submitted within a <u>maximum of 24 hours.</u>

## **Topics Covered in this Course:**

Topics	Chapter	# of lectures
Introduction to Java	1-8	6
Objects and Classes	9	3
Strings	4.4, 10.10, 10.11	2
Thinking in Objects	10	2
Inheritance and Polymorphism	11	3
Abstract Classes and Interfaces	13	3
Exception Handling and Text I/O	12	3
JavaFX Basics	14	3
JavaFX UI Controls	16	2
Event-Driven Programming	15	3

### **Lab Outline:**

1	Program structure in Java
2	Structure Programming - Revision
3	Methods
4	Arrays and Object Use
5	Object-Oriented Programming
6	String I
7	String II
8	Inheritance and Polymorphism
9	Abstract classes and Interfaces
10	Exception handling and text I/O
11	JavaFX basics and UI controls
12	Event-Driven Programming

### **Special Regulations:**

- Late/wrong assignments including quizzes, homework or project, will **NOT** be accepted for any reason and will not be graded.
- There will be **NO** makeup exams, missing any exam without an **acceptable** excuse will result in a zero mark for that exam.
- Attendance is mandatory. University regulations will be strictly enforced.
- Academic honesty:
  - o Individual HW assignments/project must be each student's own work.
  - o Cheating will result in an official university disciplinary review.