



**BIRZEIT UNIVERSITY**  
**Advanced Programming (COMP231)**

Course Outline – 1<sup>st</sup> semester 2019/2020

**Course information:**

- a. Course Code: COMP231
  - b. Course Name: Advanced Programming
  - c. Prerequisite: Comp230/Comp132/Comp133/Comp142
  - d. Co-requisite: none
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**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 language. Structure of the language (classes & interface), language syntax and features, input/output, events handlers and applications, using GUI library (JavaFX), and threads.

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**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).

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**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:**

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*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:**

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- A. Lectures
- B. Labs
- C. Assignments
- D. Quizzes
- E. Exams and practical projects

**Faculty:**

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<b><u>Section # (Lecture)</u></b>	<b><u>Instructor Name</u></b>	<b><u>Office</u></b>
<b>1</b>	Dr. Yousef Hassouneh	Masri322
<b>2</b>	Mr. Hafith Barghouthi*	Masri321
<b>3</b>	Dr. Bassem Sayrafi	Masri316
<b>4</b>	Mr. Nael Qaraeen	Masri321
<b>5</b>	Mr. Wahbeh Mousa	Masri320
<b>6</b>	Dr.Majdi Mafarja	Masri318

\* Course coordinator

**References:**

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- 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 Criteria:**

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- Midterm exam 30%
- Assignments and Quizzes 25%
- Final Practical Exam 10%
- Final exam 35%

**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
<b>Midterm Exam (30%)</b>		
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
<b>Final Exam (35%)</b>		

**Lab Outline:**

1	Program structure in Java	Quizzes
2	Structure Programming - Revision	
3	Methods	<b>Q1</b>
4	Arrays and Object Use	
5	Object-Oriented Programming	
6	String I	<b>Q2</b>
7	String II	
8	Inheritance and Polymorphism	
9	Abstract classes and Interfaces	<b>Q3</b>
10	Exception handling and text I/O	
11	JavaFX basics and UI controls	<b>Q4</b>
12	Event-Driven Programming	
<b>Practical Final Exam(10%)</b>		

**Special Regulations:**

- Late/wrong 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/project must be each student's own work.
  - o Cheating will result in an official university disciplinary review.