Java Language Programming

Hu Zheng huzheng@bupt.edu.cn

To Construct Program using Java...

for problem solving.

Textbooks

- **♦** Introduction to Java Programming
 - Comprehensive Version Tenth Edition
 - Java语言程序设计(基础篇) 原书第10版 梁勇 机械工程出版社
- ◆ Introduction to Java Programming
 - **Brief Version Tenth Edition**
 - Java语言程序设计(进阶篇) 原书第10版 梁勇 机械工程出版社
- ◆ Core Java Volume I——Fundamentals (Ninth Edition)
 - Java核心技术 卷 I 基础知识(原书第9版) Cay S. Horstmann etal.
- ◆ Core Java Volume II ——Advanced Features(Ninth Edition)
 - Java核心技术 卷 II 高级特性(原书第9版) Cay S. Horstmann etal.

Course Information

- **→** Course schedule:
 - − week 4~18: Teaching
 - week 19: Close-book Exam
 - 50 choice questions Scoring
- **→** Scoring
 - Homework: 60%
 - Best 4 from 8+ optional assignments
 - Final Exam: 40%

HW submission requirement

- + Printed report
 including
- 1) Name, studentid, class
- 2) Exercise No.
- 3) Source Code, procedures/results description and results demo such as pictures.

Content

- ◆ 01 Introduction to Computers, Programs, and Java
- ♦ 02 Elementary Programming
- ♦ 03 Selections
- ◆ 04 Mathematical Functions, Characters, and Strings
- ♦ 05 Loops
- ♦ 06 Methods
- ♦ 07 Single-Dimensional Arrays
- ♦ 08 Multidimensional Arrays
- ♦ 09 Objects and Classes
- → 10 Thinking in Objects
- ◆ 11 Inheritance and Polymorphism
- ◆ 12 Exception Handling and Text IO
- → 13 Abstract Classes and Interfaces

- ♦ 14 JavaFX Basics *
- ♦ 15 Event-Driven Programming and Animations
- ◆ 16 JavaFX UI Controls and Multimedia *
- ◆ 17 Binary I/O
- ♦ 19 Generics
- ♦ 20 Lists, Stacks, Queues, and Priority Queues
- → 21 Sets and Maps
- → 30 Multithreading and Parallel (*)
 Programming
- **→** 31Networking
- → 32 Java Database Programming
- * Self-learning chapters

Contact

- Email: huzheng@bupt.edu.cn

- 刘一鸣 (TA)

• QQ: 544909316

• Email: <u>544909316@qq.com</u>

• or vipkinglym@163.com

- Github
 - https://github.com/huzhengatUCSD/Java_Course.git

... to learn

- → Practice with design- thinking
- **→** Communicate with ...
- ◆ Use Google/Baidu and Git