

Java Language Programming

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To 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 机械工业出版社
- ◆ 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 机械工业出版社
- ◆ 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 et al.
- ◆ 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 et al.

Course Information

♦ Course schedule:

- week 6~18: T & L in Courses (13 weeks)
- week 19: Close-book Exam

♦ 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
- ♦ 31 Networking
- ♦ 32 Java Database Programming *
- * Self-learning chapters

Contact

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

... to learn

- ◆ Practice with design- thinking
- ◆ Communicate with ...
- ◆ Use Google/Baidu and Github