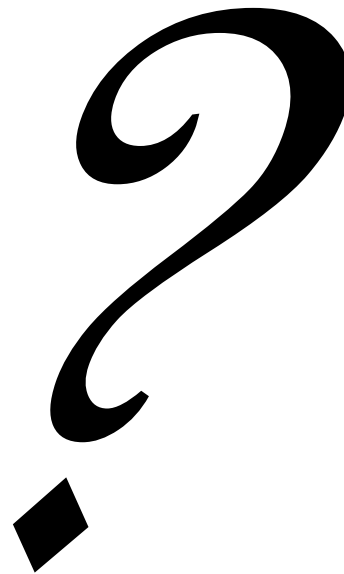




CSCI213 / 813 / MCS9213

Java Programming and Applications

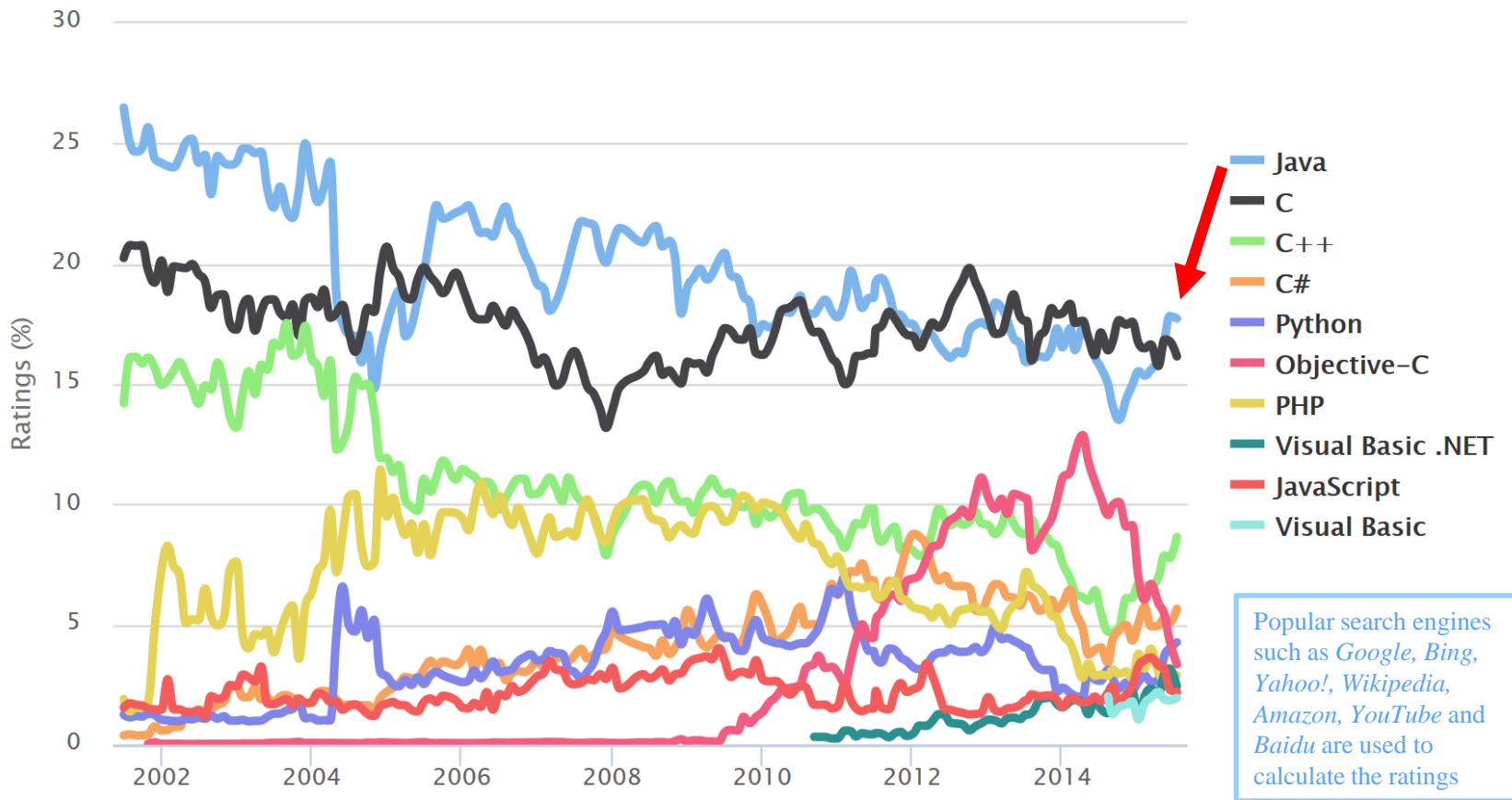


TIOBE Programming Community Index

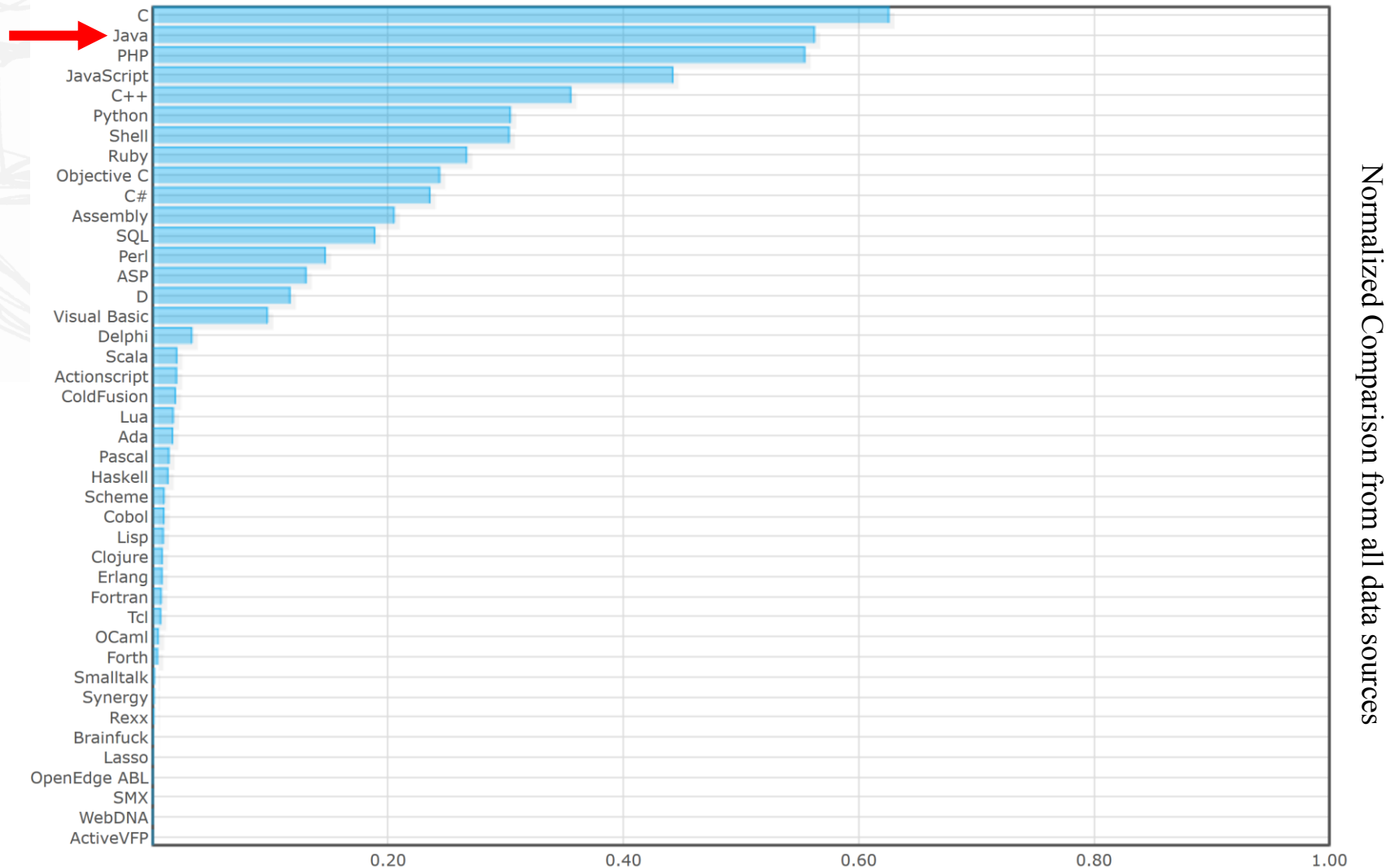
Long term trends for top 10 programming languages

TIOBE Programming Community Index

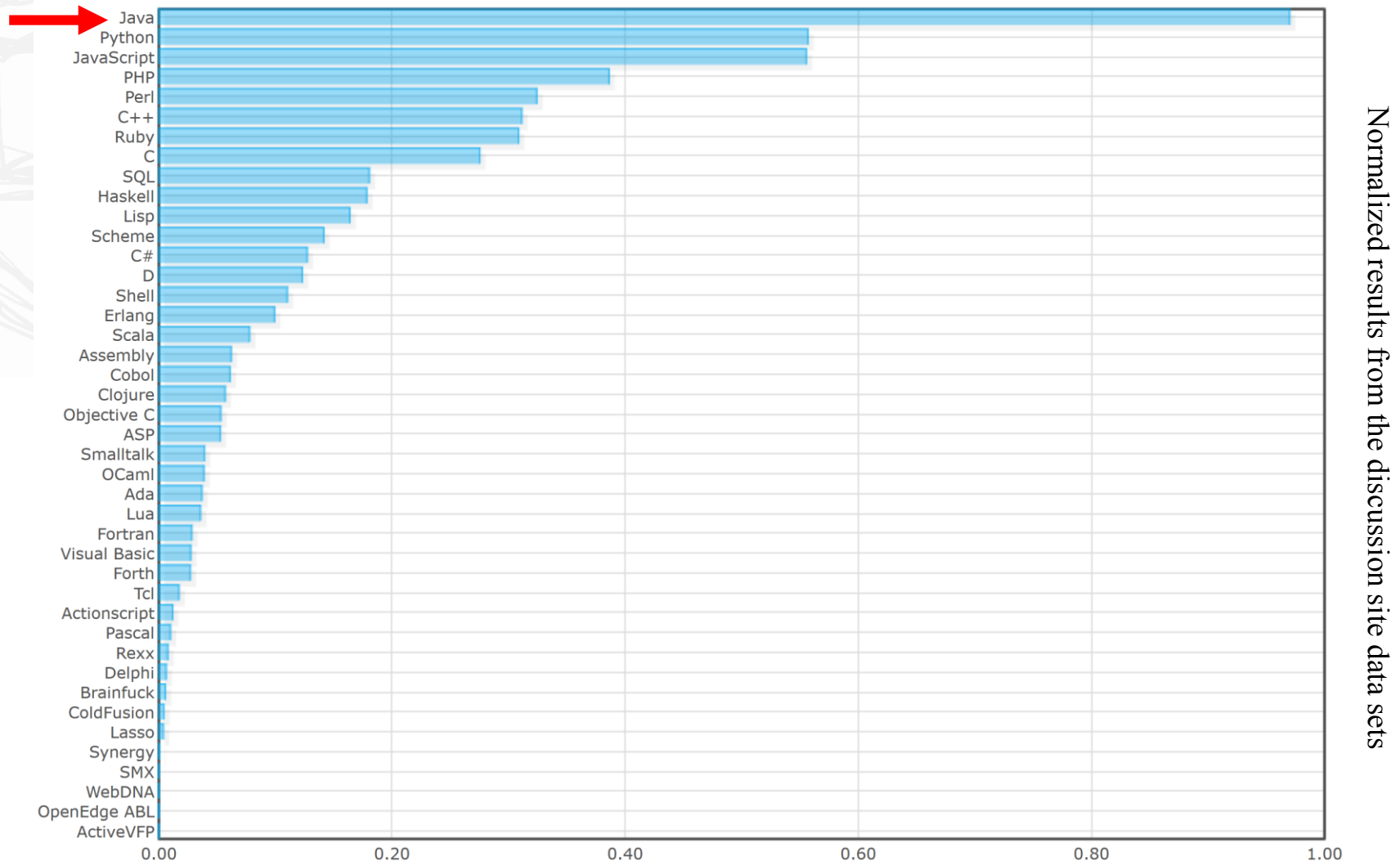
Source: www.tiobe.com



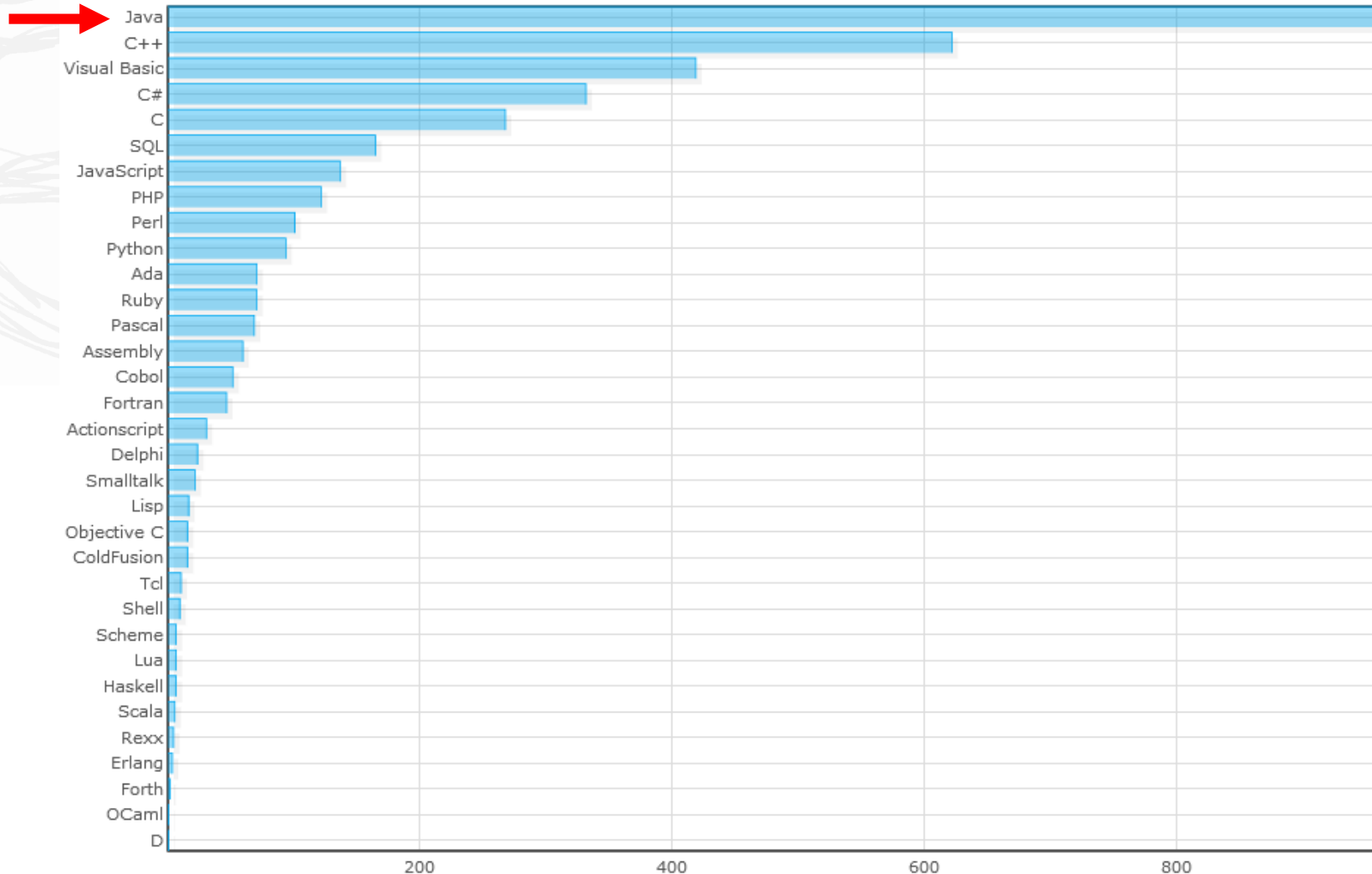
Programming Language Popularity



Programming Language Popularity



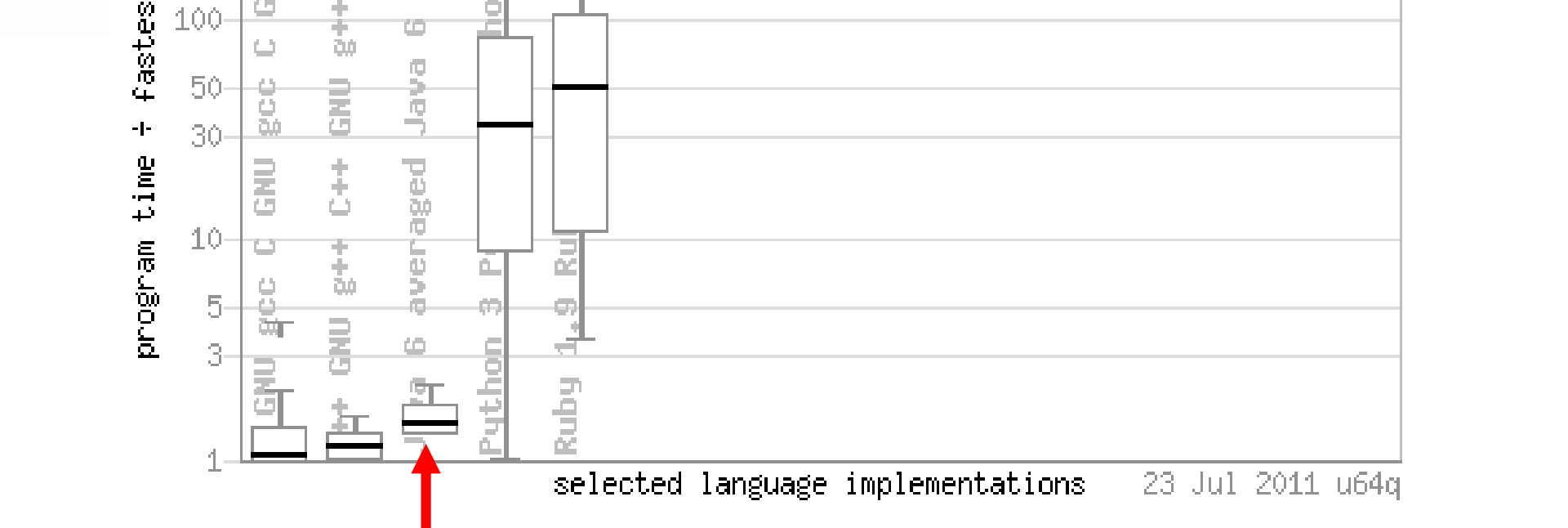
Language Book Statistics



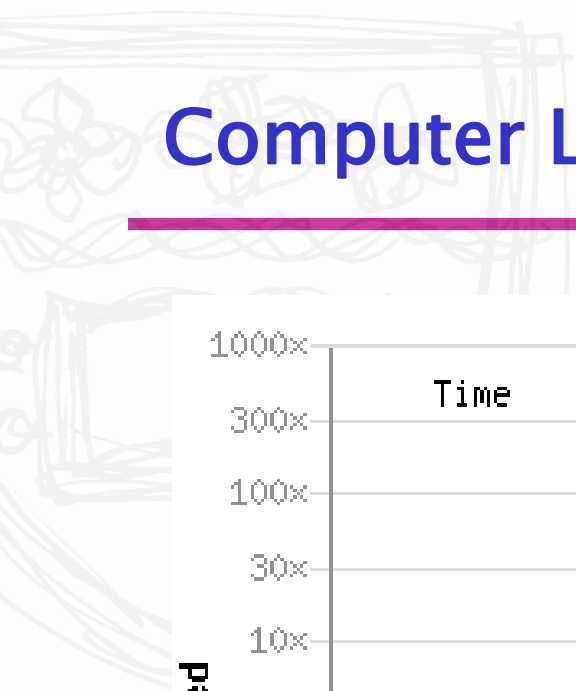
Computer Language Benchmarks Game

Ten tiny tasks - How many times slower?

Language	Relative Time (approx.)
GNU gcc C	300
GNU gcc C++	~1000
averaged Java 6	~1500
Python 3	~2500
Ruby 1.9	~3000



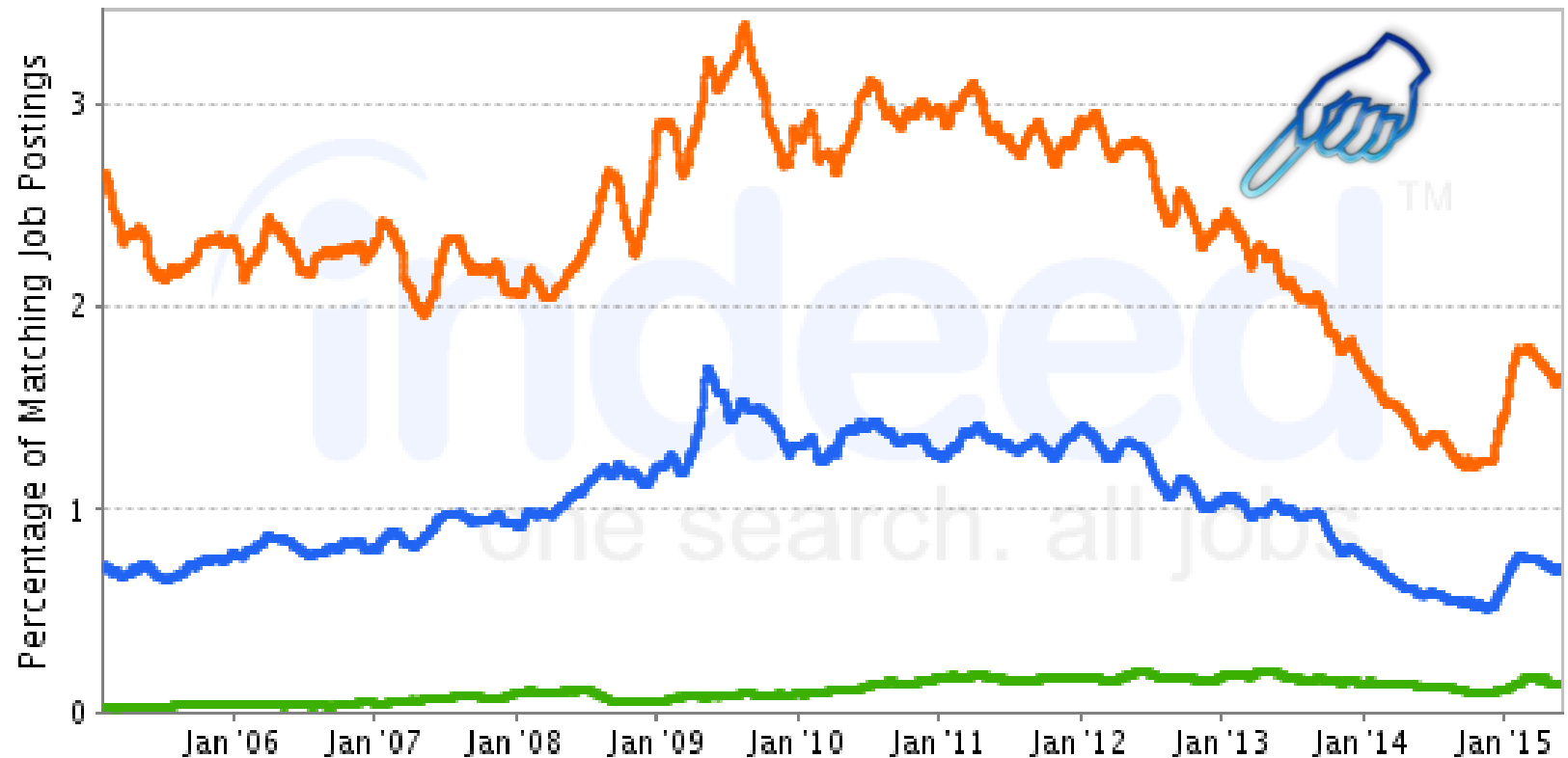
Computer L



Java Job Trends

Job Trends from Indeed.com

— Java — C# — Objective C



Australian Java Jobs

Keywords	2013 <small>27/7/2013</small> Job Title: Developer		2014 <small>27/7/2014</small> Category: IT		2015 <small>27/7/2015</small> Category: IT	
Java	80	47.6%	60	56.1%	355	66.6%
C#	76	45.2%	34	31.8%	158	29.6%
Objective C	12	7.1%	13	12.1%	20	3.8%

Job search at CareerOne.com.au

Keywords:	×
Java	
Category:	×
IT	
Location:	×
Australia	

Java Programming ...

- **Introduction to Java**

- Widely used in industry
- More productive program development than C++
- Our coverage
 - J2SE (Fundamentals and some Advanced Features)
 - Polymorphism/Exception Handling/Collections
 - Database/Multithreading/networking
 - Event-driven programming/GUI
 - J2ME (no longer popular, reduced coverage)
 - J2EE

NOT covering J2EE extensions that support some Internet specific technologies
(these touched on in CSCI399 Server Technology)

Prerequisites

- Actual requirements:
 - You can program in C++ and are prepared to make the (easy) transfer to Java
 - *Java programming is much like OO style C++ except that you don't write so much of the code - you get almost everything pre-built from Java's **class libraries (packages) containing 3000 classes.***
 - You are somewhat familiar with classes and objects
 - You can design a program by creating a “world of interacting objects”
- CSCI213:
 - Learn **Java programming** more than **programming in Java**
 - *Learn Java Technology*

3 Approaches to Learn Java

- GUI first
- Object first
- Fundamental first

What is the approach used in this subject?

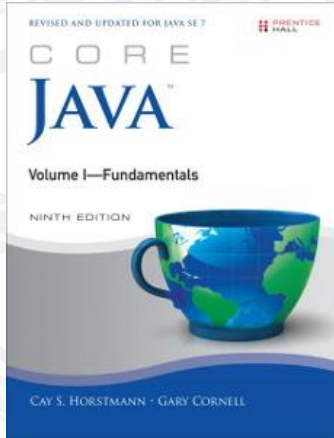
All Roads Lead to Rome

- Important to reflect on your own approaches to learn
 - All people are different
- University is just to facilitate your learning

What Books to Look for

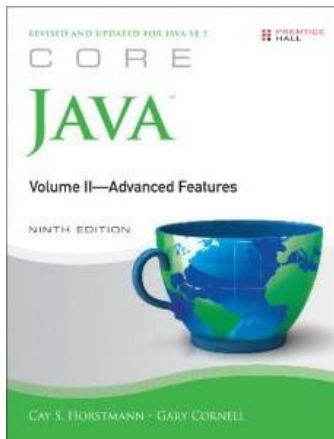
- Many easy introductory texts
 - Most are introductions to programming using Java (many Universities use Java as first programming language, very few still use C++)
 - You will need an introduction for someone who knows programming already.
 - Probably find the material for free on the web!

References (Good Books)



Core Java, Volume I — Fundamentals (9th ed)

C.S. Horstmann and G. Cornell, Prentice Hall, 2012



Core Java, Volume II — Advanced Features (9th ed)

C.S. Horstmann and G. Cornell, Prentice Hall, 2013

- *Targeting “serious programmers who want to put Java to work on real projects” - The authors of Core Java*
- *Recommended books by Oracle*

Buying Books?

- Horstmann & Cornell:
 - Reasonably good, two volumes cover material in CSCI213 and more specialized things (like Java Native Interface – working with C)
 - Best seller at Amazon
 - Reference and exposition of Java for those who understand programming
 - Maybe not your style
- Others
 - A host of books (library lists 1,424 books on Java in its holdings!)
 - Shop around for one with a style you like

Official Java Web Resources

- Official websites:
 - Now owned by Oracle
 - General Java Users: www.java.com
 - You as Developer: Oracle Technology Network:
<http://www.oracle.com/technetwork/java>
- New to Java Programming Center:
 - Found at Oracle Technology Center
- Java Developer Tutorials:
<http://www.oracle.com/technetwork/java/index-jsp-135888.html>
 - Java Tutorials
 - Swing Tutorials
- Java Documentation
 - SE 7 : <http://download.oracle.com/javase/7/docs/>
 - SE 8 : <http://download.oracle.com/javase/8/docs/>

Philosophy

- Teach by examples
- Learn by doing

Self-paced
Tutorials

**Do it
by examples**

Assignments

**Apply
What learnt
from examples**



Lectures

**Discuss
with examples**

Labs

**Do it again
like examples**

Assignments

- Plan your time, no excuses!
- Electronic submission:
 - **turnin program**
 - **Detail will be in the assignment papers**

Assignments

- If the assignment cannot be compiled, 50% off the marks.
- Plagiarism will not be tolerated. Zero mark would be given to plagiarised work.

Assignment Marks

- Typically:
 - Marks to appear on SOLS
 - Marking result file with marker's comments on your submission sent by email
 - Marker's name and e-mail address should appear at the end of the marking result file
 - Contact marker (by e-mail or in labs) for initial queries and disputes
 - Issues to be raised **within a week** after the release of marking results
 - Only contact the lecturer if issues are unable to resolve with the marker (The marker and student should both report the case to the lecturer)

Labs

You must participate in the Lab with satisfactory results and submit your work to gain the marks for *Laboratory Exercises*

Tutors and Markers

- Talk to tutors in the labs
 - Usually they will not have any specific presentation to make, they are there to help with Java programming issues
 - Can talk to any tutor
- Assignments allocated to markers at random, your tutor in the lab may not necessarily mark your assignments

