# **Detailed Plan**

#### **Abbreviations**

The Swedish abbreviations are used to avoid having two different systems.

F – Lecture (Föreläsning)

L – Lab instance (Laborationstillfälle)

ÖV – Exercise (ÖVning)

OU - Mandatory assignment (Obligatorisk Uppgift)

EU – Extra assignment (Extra Uppgift)

# Chapter and page references

Chapter and page references for lectures apply to the book

Fadil Galjic, "Programming principles in Java".

Type of activity	Activity	Resources
F1	A Java program	Chapter 1
F2	Data storage	Chapter 2
F3	Standard input	Chapter 3
	Operations on primitive values	Chapter 4
L1	ÖV1	Start programming – Exercises - Exercise 1

#### Week 2

Type of activity	Activity	Resources
F4	Logic	Chapter 5
F5	Vectors	Chapter 6
F6	Methods	Chapter 7
L2	ÖV2	Start programming – Exercises - Exercise 2
	OU1 work	Programming assignments – Temperature measurements

Type of activity	Activity	Resources
F7	A class library	Chapter 8
F8	Algorithms	Chapter 9 (pages 217-268)
F9	Objects	Chapter 10 (pages 305-348)
L3	OU1 examination	
	OU2 work	Programming assignments – Computations on a triangle

#### Week 4

Type of activity	Activity	Resources
F10	Algorithms	Chapter 9 (pages 269-304)
F11	Objects	Chapter 10 (pages 349-392)
F12	Exceptions	Chapter 11
L4	OU2 examination	
	OU3 work	Programming assignments – The shortest path

Type of activity	Activity	Resources
F13	Input and output	Chapter 12
F14	Create new object types	Chapter 13 (pages 487-524)
F15	Create new object types	Chapter 13 (pages 525-570)
L5	OU3 examination	
	OU4 work	Programming assignments – Arithmetic with character strings
	EU1 work	Programming assignments – The least integer
	EU2 work	Programming assignments – Sorting a set

#### Week 6

Type of activity	Activity	Resources
F16	Developing new object types	Chapter 14
F17	Inheritance	Chapter 15
F18	Class hierarchies	Chapter 16 (pages 677-728)
L6	OU4 examination	
	EU1 examination	
	EU2 examination	
	OU5 work	Programming assignments – A model of a polyline
	EU3 work	Programming assignments – The presentation of chess-pieces
	EU4 work	Programming assignments – An abstract model of a polyline

Type of activity	Activity	Resources
F19	Class hierarchies	Chapter 16 (pages 729-746)
	Interfaces	Chapter 17 (pages 747-763)
F20	Interfaces	Chapter 17 (pages 764-786)
L7	OU5 examination	
	EU3 examination	
	EU4 examination	

#### Week extra

Type of activity	Activity	Resources
L extra	OU4 examination	
	OU5 examination	
	EU3 examination	
	EU4 examination	