

<b>MODULE 2</b>	<b>COMPUTER PROGRAMMING II</b>
<b>TIME ALLOTMENT</b>	<b>1 week</b>
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## I OVERVIEW

Computer Programming II focuses on software development using the java programming language and implementing the Object-Oriented Programming concepts. This course is designed to advance the knowledge of the students in terms of developing object-oriented software using the java language and architecture. This will also include the use of API's, libraries, and repositories to further enhance and improve the functionality and development of the software.

## II TARGETED COURSE LEARNING OUTCOME

CLO3. The students should be able to use internal and external API's and standard libraries of the assigned programming language.

## III TARGETED TOPIC LEARNING OUTCOME

The students will be able to use the appropriate API provided by the java programming language.

Content: Search and explore the web about the documentations of java API Specifications.

## IV ASSESSMENT

**Skills test:** Write a (5) five running java program examples using the different java API Specifications.

**Note:** Add a folder on your repository and name it as **module2\_assessment** and put your activity files then commit it on **github**.

## V TEACHING-LEARNING ACTIVITIES

**Note:** Add a folder and name it as **module2\_tla** (tla means Teaching Learning Activities) before you commit your answer/document.

### A. **ENGAGE: Misconception**

Commit your answer/document on your remote repository that was shared to your instructor github account.

#### **Misconception Check**

In the past several years the technology evolved too fast and there's a lot of updates in java versions that was developed and existing now. Select 2 versions of java and compare them in terms of features, advantages, and disadvantages.

### B. **EXPLORE: API Specifications list**

1. Enumerate at least 20 following API specifications of java, depending of the java version.

Example: follow the format

JAVA version: \_\_\_\_\_

#### **Packages**

##### **java.applet**

#### **Description**

Provides the classes necessary to create an applet and the classes an applet uses to communicate with its applet context.

#### **Interfaces**

**AppletContext** - This interface corresponds to an applet's environment: the document containing the applet and the other applets in the same document.

**AppletStub** - When an applet is first created, an applet stub is attached to it using the applet's setStub method.

**AudioClip** - The AudioClip interface is a simple abstraction for playing a sound clip.

#### **Classes**

**Applet** - An applet is a small program that is intended not to be run on its own, but rather to be embedded inside another application.

#### **Exceptions**

### C. EXPLAIN: Reading

To understand the module activities, read and practice the reading materials on the internet, search it in google to explore more information about the usage and features of java API specifications in different versions.

### D. ELABORATE: Additional Details

More in java API Specifications:

Give the Requirements for Writing a Java API Specifications.

### E. EVALUATE

#### Self-Assessment.

Kindly check (✓) the box of your answer for each question. In this way, we will be able to assess how much we have learned and what are the things that needs to be improved.

Questions	YES	NO	MAYB E
1. Did I work hard on this module?			
2. Did I understand what my teacher asked me to do?			
3. Did I spend enough time to finish answering this module?			
4. Did I make good use of available resources?			
5. Did I check/ review my work for possible errors?			
6. Did I learn something in this module?			
7. Did I ask questions if I needed help?			
8. Did I read the instructions carefully?			
9. Did I set high standards for myself?			
10. Did I meet the success criteria?			

