IS 413 GUI Systems Using Java

Introduction to the course

Intro to the Course

- IS 413 GUI Systems Using Java
  – (Now with added Android)
- Prereqs- IS247 or CMSC 202
- IS413 serves as a third programming course for IS BS students
- IS413 is part of the Web Development Certificate

Syllabus

- **Meeting Times:** See Schedule in Syllabus
- **Textbook :**
  - "Introduction to Java Programming" by Y. Daniel Liang 10th edition, we will use chapters 13-16.
  - "Android Boot Camp for Developers Using Java" 3rd Edition 2016 by Corinne Hoisington, Cengage Publishing,
    ISBN-10 1-305-85799-X
- **BlackBoard**

Blackboard

- **BlackBoard**
  - Communication (Check often)
    - Announcements
  - Assignments
  - Materials

Course Objectives

- **Course Description :** "This course introduces the student to graphical user interface systems using the most current version of Java.
- In addition to Java GUI development with FX: This course is an introduction to using Android as a development tool for creating mobile apps.

Attendance

- While attendance is expected- this is mostly a hands-on programming project course where you will do most of the work on your own outside of class and in-class assignments
- We will use class times to go over general concepts and specific tool applications. Class time will also be used for student presentations and testing.

Grading

- You will be completing a series of programming projects accounting for 45% of your overall grade.
- You will work on a group project which will include a peer evaluation and presentation. This will account for 20% of your overall grade.
- There will be 2 exams covering all of the material presented in the course. Exam 1 worth 15% covers *JavaFX* and Exam 2 worth 15% covers *Android*.
- Class participation worth 5%

Syllabus

- **Due Dates:** All assignments are to be handed in by the due date.
- **Inclement Weather**: Any work or test due on a class date that has been canceled due to inclement weather will be due per Blackboard Announcement.
- **Make-up Policy**: Exams: **No make-up** exams except through arrangement with the instructor: and then for reasons deemed valid enough to warrant the making of a new, and potentially harder, test.
- **Academic Integrity**: By enrolling in this course, each student assumes the responsibilities of an active participant in UMBC's scholarly community in which everyone's academic work and behavior are held to the highest standards of honesty.
- **Disability Statement:** If you have a disability and want to request accommodations, contact Student Disability Services.

Lab Environment

- **IntelliJ+Java+JavaFX+ other stuff**
  - If you have not used IntelliJ before be sure to start with the IntelliJ tutorial
  - IntelliJ Community and IntelliJ
- **IntelliJ+Android**
  - While jGRASP is better for learning to program- actually creating larger programs is easier in IntelliJ.
  - Creating Android apps almost requires using IntelliJ as there is a special Android plug-in for it.
  - Android Studio- a limited version of IntelliJ+Android

Lab Environment

- IntelliJ- and file folder management
  - Projects- IdeaProjects

    Like an Eclipse Workspace- stores all of the files for all the programs you write-
- Modules- Like an Eclipse Project- all of the files for an application
- Classes are found within the modules.

Assignment - 1

- Set up your IntelliJ Idea Folder in Lab
  - Remember you don't want the Temp folder
  - If you have never used IntelliJ or if it has been a while- go through the IntelliJ tutorial on the BlackBoard site.
- By the next class
  - Read Chapter 13 and complete the CheckPoints and Self Test Reviews and
  - optionally: myprogramminglab refresher
  - Also you may want to make sure you have the latest Java SDK and latest Android SDK (for later) and the latest IntelliJ on your home computer