University of Asia Pacific (UAP) Department of Computer Science and Engineering (CSE)

Course Outline

Program:	Computer Science and Engineering (CSE)
Course Title:	Object Oriented Programming-I: Java
Course Code:	CSE 203
Semester:	Fall-2019
Level:	3rd Semester
Credit Hour:	3.0
Name & Designation of Teacher:	Tanjina Helaly, Assistant Professor
Office/Room:	7th Floor
Class Hours: Consultation Hours:	Sunday 9:30 -11:00 am & Tuesday 3:30-5:00pm (Sec A) Tuesday 11:00 -12:30pm & Thursday 9:30-11:00 am (Sec B) Monday 12:30 – 2:00 pm (Sec A) Tuesday 12:30 – 2:00 pm (Sec B)
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Rationale:	Required course and a pre-requisite to CSE 103 in the CSE program
Pre-requisite (if any):	CSE 103
Course Synopsis:	This course will cover the main aspects of the Java programming language. Students will learn how to use Java according to proper Object-Oriented Programming principles. This course

covers the Java language syntax, and then moves into the objectoriented features of the language. Students will then learn the OOP principles, Data types, Variables, Scoping and life time of variable, Operators, classes and objects, Inheritance, Interface, Exception Handling, Threading, File and StringTokenizer, Networking, I/O streams, Swing and collections API packages **Course Objectives (CO):**

The objectives of this course are to:

- 1. Learn professional Object Design and Programming with Java
- **2.** Learn OOP principles and features and how to apply them in Java
- **3.** Learn Inheritance, Encapsulation, Abstraction & Polymorphism in Java
- 4. Learn Java Classes, Objects & Interfaces
- **5.** Learn how to properly utilize the Java Exception Handling mechanism and write multithreaded applications
- **6.** Learn how to use the Swing API.
- 7. Become familiar with Java Collections API

Learning Outcomes (LO):

Upon completion of the course, the students will be able to:

- 1. Describe Object Oriented Programming Features
- **2.** Apply OOP features in solving programming problem.
- **3.** Write, compile and execute Java programs
- **4.** Create robust applications using Java class libraries

Teaching-learning and Assessment Strategy: Lectures, assignments, quizzes, exams

Linkage of LO with Assessment Methods & their Weights:

LO	Assessment Method	(%)
1 - 4	Quiz	15
	Class attendance	10
1 - 3	Assignment	5
1 - 3	Midterm Exam	20
1 - 3	Final Exam	50

Minimum attendance: 70% class attendance is mandatory for a student in order to appear at the final examination.

Mapping of Course LO and Generic Skills:

Learning Outcome (LO) of the Course			Generic Skills* (Appendix-1)									
		2	3	4	5	6	7	8	9	10	11	12
Know the main aspects of the Java	V											
programming language												
Write, compile and execute Java programs	V	V	V	V	$\sqrt{}$							
Develop an object-oriented model and build robust applications using Java's object-oriented features	1	1	1	1	V							
Create Java objects and calling their methods	V	V										

Create robust applications using Java class libraries	1	1					
Structure data with the Java collections API		V					

Lecture Schedule

Weeks	<u>Topics</u>	Reading Materials
1	Introduction to Java	Herbert Shieldt: Ch 2,3
	Object Oriented Programming principles,	
	Data types, Variables, Scoping and life time	
2	of variable	Harland Chilalde Ch. 2.4
2	Arrays: Single and Multidimensional	Herbert Shieldt: Ch 3,4
	Operators: Arithmetic, The Bitwise Operators, Boolean Logical Operators,	
	Relational Operators, Precedence	
3	Introduction to classes and objects,	Herbert Shieldt: Ch 6
	Constructors and methods.	Tiereert Sineidt. En e
	QUIZ 1	
4	Object using as parameter and returning	Herbert Shieldt: Ch
	object in a method, Final and static	7,15,16,18
	keyword	
	String and String Tokenizer.	
5	OOP Features: Encapsulation, Method	Herbert Shieldt: Ch 8
	overloading, Inheritance	
6	OOP Features: Polymorphism, method	Herbert Shieldt: Ch 8
	overriding,	
	QUIZ 2	
7	Exception Handling and class review for	Herbert Shieldt: Ch 10
	Midterm	
0	Midterm Exam	H 1 (C1:11) C1 7 0
8	Abstraction: abstract class, Interface Nested class	Herbert Shieldt: Ch 7, 9
9	Threading	Herbert Shieldt: Ch 11
10	Threading continue and File	Herbert Shieldt: Ch 11,19
	QUIZ 3	
11	GUI Basic – Components, Container,	Herbert Shieldt: Ch 24-26,
	Layout	31-33
	GUI Event Handling- source, listener, event	
	object. Steps to handle event. Handle	
	multiple events	
12	QUIZ 4	Howhout Chief Hr. Ch 21
12	Networking Collections	Herbert Shieldt: Ch 21 Herbert Shieldt: Ch 17
13	Collections OUT 5	nerbert Smeidt: Ch 1/
14	QUIZ 5 Practice, Discussion and problem solving.	
14	FINAL EXAM	
	FINAL EAAWI	

Textbook:

Java the Complete Reference, 8th edition, Herbert Shieldt

Required References: Head First Java(O'Reilly – Kathy Sierra & Bert Bates)

Java: How to Program, 9th Edition (Deitel)

Recommended References: www.tutorialspoint.com

Grading System: As per the approved grading scale of University of Asia Pacific

(Appendix-2).

Student's responsibilities: Students must come to the class prepared for the course material covered

in the previous class (es).

They must submit their assignments on time.

No late or partial assignments will be acceptable. There will be no make-

up quizzes.

Appendix-1: Generic Skills

No.	Generic Skills			
1.	Engineering Knowledge			
2.	Problem Analysis			
3.	Design/Development of Solutions			
4.	Investigation			
5.	Modern Tool Usage			
6.	The Engineer and Society			
7.	Environment and Sustainability			
8.	Ethics			
9.	Communication			
10.	Individual and Team Work			
11.	Life Long Learning			
12.	Project Management and Finance			

Generic Skills (Detailed):

- 1. **Engineering Knowledge (T)** -Apply knowledge of mathematics, sciences, engineering fundamentals and manufacturing engineering to the solution of complex engineering problems;
- 2. **Problem Analysis** (**T**) Identify, formulate, research relevant literature and analyze complex engineering problems, and reaching substantiated conclusions using first principles of mathematics, natural sciences and engineering sciences;
- 3. **Design/Development of Solutions (A)** –Design solutions, exhibiting innovativeness, for complex engineering problems and design systems, components or processes that meet specified needs with appropriate consideration for public health and safety, cultural, societal, economical, ethical, environmental and sustainability issues.
- 4. **Investigation (D)** Conduct investigation into complex problems, displaying creativeness, using research-based knowledge, and research methods including design of experiments, analysis and interpretation of data, and synthesis of information to provide valid conclusions;
- 5. **Modern Tool Usage (A & D)** -Create, select and apply appropriate techniques, resources, and modern engineering and IT tools, including prediction and modelling, to complex engineering activities, with an understanding of the limitations;
- 6. **The Engineer and Society (ESSE)** -Apply reasoning based on contextual knowledge to assess societal, health, safety, legal, cultural, contemporary issues, and the consequent responsibilities relevant to professional engineering practices.

- 7. **Environment and Sustainability (ESSE)** -Understand the impact of professional engineering solutions in societal, global, and environmental contexts and demonstrate knowledge of and need for sustainable development;
- 8. **Ethics** (**ESSE**) –Apply professional ethics with Islamic values and commit to responsibilities and norms of professional engineering code of practices.
- 9. **Communication (S)** -Communicate effectively on complex engineering activities with the engineering community and with society at large, such as being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions;
- 10. **Individual and Team Work (S)** -Function effectively as an individual, and as a member or leader in diverse teams and in multi-disciplinary settings.
- 11. **Life Long Learning (S)** -Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.
- 12. **Project Management and Finance** (S) -Demonstrate knowledge and understanding of engineering management and financial principles and apply these to one's own work, as a member and/or leader in a team, to manage projects in multidisciplinary settings, and identify opportunities of entrepreneurship.

Appendix-2: Grading Policy

Numeric Grade	Letter Grade	Grade Point
80% and above	A+	4.00
75% to less than 80%	A	3.75
70% to less than 75%	A-	3.50
65% to less than 70%	B+	3.25
60% to less than 65%	В	3.00
55% to less than 60%	B-	2.75
50% to less than 55%	C+	2.50
45% to less than 50%	С	2.25
40% to less than 45%	D	2.00
Less than 40%	F	0.00

Prepared by:	Checked by:	Approved by: (Head of the Detp.)