Introduction to PRJ311- Desktop Java Applications

Why should you study this course?

- How to develop a Java application supporting some functions concurrently?
- How to develop Java applications using GUI (graphical user interface)?
- How to develop network Java applications?
- How to develop Java distributed applications?
- How to develop Java database applications?
- How to develop Java graphic applications?
- How to develop Java international applications?
- Do you want to earn Java Certifications from Oracle?

http://education.oracle.com/pls/web_prod-plq-dad/db_pages.getpage?page_id=651

Prerequisites

- **Completed:**
  - Object Oriented Paradigms using Java

Course Objectives

- Developing multi-threading Java Applications
- Building GUI applications using Swing
- Mastering network applications
- Using Java two-dimensional graphics
- Connecting with Database using JDBC
- Working with Java internationalization

Course Description

1. Concurrency
2. Creating a GUI using Swing
3. Custom Networking
4. Two Dimensional Graphics
5. JDBC Database Access
6. Internalization

Course Plan

See course plan on CMS

Materials/ References

1) Complete Java 2 Certification Study Guide, 5th Edition, Phillip Heller, Simon Roberts

ISBN: 978-0-7821-4419-2

2) http://docs.oracle.com/javase/tutorial/

3) CMS forums

Learning Environments

- JDK >=1.7
- JDK >=1.7 Documentation
- NetBeans >=6.9.x (http://www.netbeans.org)
- MS SQL Server >=2008
- A Notebook for reports of workshops and assignments.

Course Rules

- **How to conduct**
  - Prepare contents of the next session at home
  - Following lessons in classrooms
  - Completing chapter assessments in time and Quizzes (via CMS)
  - ***Write reports*** of all workshops and assignment to your notebook
- **Communication**
  - Class
  - Interchange by FU-HCM CMS, Forum
  - Discussing actively in your teams and in classrooms
  - Free to question and answer
- **Others**
  - Off phone, no game, no chat in class
  - Use laptops under teacher's instruction

Evaluation Strategy

- Must attend more than 80% of contact hours (if not, not allow to take exam).
- **Evaluating**
  - 2 Quiz(Q, 10%)
  - 09 Workshop (W, 30%)
  - 01 Practical exam (PE, 30%)
    (Practical exam retake only when the score of PE < 4))
  - Final Exam (FE, 30%)
- Total score=10%(Q)+30%(W)+30%(PE)+30% (FE)
- **Pass**:
  - Every on-going assessment component >0 and
  - Practical Exam >=4 and
  - Final Exam Score >=4 and
  - Final Result >=5
- Final exam retake only when not passed

How to study

- This course is complex knowledge (however, it's attractive and exciting), so you need to keep tight grip on it
  - **Read**
    - On the books to get the general concept
    - Reference, study, collection from anywhere else (internet, your classmate, forum …)
  - **Attend lectures**
    - Listens, understand, then make your own notes
    - Give your explanation about some topic in lectures
    - Ask questions
    - Give some examples that are not existed in your book
    - Practice all the exercises, demo to make your sense
  - **After classes**
    - Discuss your classmate in directly, on forum
    - Analyze, design and implement workshops and assignment. **Write reports** to your notebook.
    - Build your teams in yourselves to support together in studying

Academic policy

- Cheating, plagiarism and breach of copyright are serious offenses under this Policy.
  - Cheating
    - Cheating during a test or exam is construed as talking, peeking at another student's paper or any other clandestine method of transmitting information.
  - Plagiarism
    - Plagiarism is using the work of others without citing it; that is, holding the work of others out as your own work.
  - Breach of Copyright
    - If you photocopy a textbook without the copyright holder's permission, you violate copyright law.

Enjoy the Course

- Be enthusiastic about the material because it is interesting, useful and an important part of your training as a software engineer.
- Our job is to help you learn and enjoy the experience.
- We will do our best but we need your help.
- So let's all have fun together with Java Application Development!!!

Install tools for programming if needed

Q&A