

Syllabus for 2022 1st semester

The result of the most recent course evaluation: ★★★★★

[Course Basic Information]

Course Title	Computer Language			Classroom	Frontier Hall(032)–107	
				Lecture Time	Tue(6 ~ 9)	
Attachment	No file	Course Language	Module (M)	Intensive Session		
Department	Department of Industrial and Systems Engineering[IT Management]			Grade/ Semester	2 / 1	
Credit Classification	Major Electives	Credits	3 (Theory:2, Practice:2)	Course Code/ Class Code	146049 / 21001	
Lecture Type	<input type="checkbox"/> Offline <input type="checkbox"/> Online <input checked="" type="checkbox"/> Blended <input type="checkbox"/> Team Teaching					
Teaching Methods	<input checked="" type="checkbox"/> Lecture <input type="checkbox"/> Discussion <input type="checkbox"/> Project-based/Problem-based <input type="checkbox"/> Laboratory Practice					
	<input type="checkbox"/> Flipped <input type="checkbox"/> Internship <input type="checkbox"/> Studio <input type="checkbox"/> etc.					
EPiC Core Competency	Humanities 0 %	Communication 10 %	Academic 60 %	Global 10 %	Creativity 20 %	Convergence 0 %

[Prof. Information]

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Home Page		Office Hours	

[Course Overview]

Course Overview		This module aims to provide a basic understanding of software solutions: their analysis, design, development and implementation including appropriate methodologies and skills in the use of an event driven language for open source development (Java). This module focuses on Object Oriented Programming using Java.					
Course Objectives		The aims of the module are 1) to lead student are with a knowledge of the basic program design and implementation; 2) to equip students with knowledge and skills for the development using IDE;					
Grading System	방법	① Attendance <input type="checkbox"/>	② Mid term <input checked="" type="checkbox"/>	③ Final <input checked="" type="checkbox"/>	④ Homework <input checked="" type="checkbox"/>	⑤ Team <input type="checkbox"/>	⑥ Others <input type="checkbox"/>
	배점 (비율)	0 %	30 %	40 %	30 %	0 %	0 %
	평가방법	Mid/Final exam: written/programming-based exam (70%) Assignment: programming practice (30%)					
Textbooks & References		1) Java: An Introduction to Problem Solving & Programming,7th Ed., Savitch & Mock, Pearson, 2015.. 2) OCA Java SE 8 Programmer I Exam Guide (Exams 1Z0-808) (Certification & Career – OMG) , Kathy Sierra, Bert Bates, McGraw-Hill Education (May 5, 2017)					
Classroom Equipment							

[출결관리기준]

(학칙 제77조제3항) 수업일수 3분의 2이상 출석하고, 시험성적이 D0 이상이면 취득학점으로 인정
 * 3분의 1초과 결석 시에는 출석미달로 "F"학점 부여
 (학사관리규정 제22조의4) 지각 3회는 결석 1회로 환산 처리

[장애학생 지원 사항]

장애로 인하여 학습에 어려움을 겪는 경우 담당 교수와 상담을 통해 수업에 필요한 편의를 제공받을 수 있음
장애학생지원센터 : 제2학생회관 2층 201호 (Tel. 02-970-6054)

[Course Schedule]

Week	Contents	Lecture Methods, Assignments, Contents of Evaluation
1	Introduction to Java	
2	Types	
3	Baisc operators	
4	Conditions & Loop	
5	Reference type	
6	OOP: Class	
7	OOP: Method	
8	OOP: Inheritance	

9	Midterm Exam	Offline
10	OOP: Interface	
11	Java Packages	
12	Generic	
13	Collections	
14	IO	
15	Final exam	Offline