

# INSY07002 Concurrent Programming

Transcript Title Concurrent Programming

Full Title	Concurrent Programming						
Attendance	N/A		Discipline	Information Systems			
Coordinator	Alan Ryan		Department	Information Technology			
Official Code	INSY07002	NFQ Level	07	ECTS Credit	10		

#### Module Description

This module is designed to equip learners with the advanced features required to build comprehensive Java applications.

### **Learning Outcomes**

On completion of this module the learner will/should be able to

- 1. Develop innovative and customised solutions using Internationalization.
- 2. Select and implement measures to enable multithreading in order to make applications more responsive and interactive.
- 3. Demonstrate a critical comprehension of applications developed in Java with networked support.
- 4. Deploy appropriate theory, practices and tools for the implementation of robust Java solutions.

### Teaching and Learning Strategies

The module is 100% assessed by continuous assessment of laboratory/workshop based assignments and assessments. The module will be delivered through a combination of lectures, lab-lectures and practical classes. The lectures and lab-lectures will drive the content, which will then be reinforced in the practical classes. Self-directed learning will be strongly encouraged throughout this module.

### **Assessment Strategies**

Learners must achieve at least 40% in the module. There is no terminal examination. The module is 100% assessed by continuous assessment of laboratory/workshop based assignments and interim assessments.

## **Assessment Facilities**

Computer laboratory.

Indicative Syllabus

Internationalisation.
Understanding internationalisation.
Working with Locales.
Formatting dates, times, currency, percentage and numeric values using Locale objects.
Using Resource Bundles.
Threading.
Thread concepts.
Creating tasks and threads.
Thread pools.
Thread synchronisation.
Deadlock.
Lambdas and Streams.
Introduction to lambda expressions.
How to use the Predicate interface.
Introduction to using streams.
Streams V's collections.
Reflection.
Introduction to reflection
Classes, constructors, fields, getter/setters.
Annotations.
Generics and arrays.
Java Networking.
Socket and datagram applications.

Client/server applications. Serving multiple clients. Sending and receiving multiple objects over a network. CourseWork / Assessment Breakdown CourseWork / Continuous Assessment 100 % Coursework Assessment Breakdown Assessment Description Outcome Assessed % of Total Week Continuous Assessment 1,2,3,4 100 Ongoing End Exam Assessment Breakdown Assessment % of Total Description Outcome Assessed Week Full Time Mode Workload Avg Wkly Type Location Description Hours Frequency Wrkld Computer **Laboratory Practical** Practical Weekly 1.00 Laboratory Computer Lab based Lecture 2 2.00 Lab Lecture Weekly Laboratory Total Average Weekly Learner Workload 3.00 Hours Module Book Resources None Module Alternate Book Resources None Module Other Resources None

### Module Resources

## Module URLs

http://docs.oracle.com/javase/8/docs/api/

http://www.lynda.com/ http://moodle.lit.ie/

## **Additional Information**

None

ISBN BookList

**Book Details** 

Joel Murach 2015 Murach's Beginning Java with NetBeans Mike Murach & Associates ISBN-10 1890774847 ISBN-13 9781890774844

Paul Deitel 2011 Java How to Program (early objects) (Deitel) Prentice Hall ISBN-10 ISBN-13

Programme Membership						
Code	Intake Year	Programme Title				
LC_KINTE_K08MY	201600	Bachelor of Science (Honours) in Internet Systems Development				
LC_KINTE_J07MY	201600	Bachelor of Science in Internet Systems Development				