



Advanced Programming (COMP231)
Course Outline – 1st Semester 2021/2022

Course information:

- a. Course Code: COMP231
 - b. Course Name: Advanced Programming
 - c. Prerequisite: Comp230/Comp132/Comp133/Comp142
 - d. Co-requisite: none
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Course Description:

Object Oriented Analysis, Design, Programming, and Applications. The theory behind OOP will be examined, analyze, and design programs using one of the Object-Oriented languages. Structure of the language (classes & interface), language syntax and features, input/output, events handlers and applications, using GUI library (JavaFX), and threads.

Course Goals:

During this course, the student will develop better problem-solving techniques, programming and program design skills, Procedural Programming. You will learn the principles, knowledge and skills to utilize the object-oriented programming paradigm; using the Java programming language to design and write object-oriented programs to process text files and build graphical user interfaces (GUIs).

Course Objectives:

- ☐ Demonstrate understanding of classes, constructors, objects, and instantiation.
- ☐ Access variables and modifier keywords.
- ☐ Develop methods using parameters and return values.
- ☐ Build control structures in an object-oriented environment.
- ☐ Convert data types using API methods and objects.
- ☐ Design object-oriented programs using scope, inheritance, and other design techniques.
- ☐ Create an object-oriented application using Java packages, APIs, and interfaces, in conjunction with classes and objects.

Course Outcomes:

A. Knowledge and understanding

1. To be familiar with the essential theories, concepts, and principles related to information technology and computer applications as appropriate to the program of study.
2. To gain the knowledge and skills needed to be able to provide computer science solutions to information technology problems.

B. Intellectual/Cognitive skills

1 .To be able to analyze problems related to computing and to provide solutions related to the design/construction of computing systems.

C. Subject specific and practical skills

1 .Apply appropriate processes and methodologies to specify, design, implement, verify, and maintain computer-based systems.

Teaching and learning methods:

- A. Lectures
- B. Labs
- C. Assignments, and practical Quizzes.
- D. Project
- E. Midterm Exam, and final exam

Faculty:

<u>Section # (Lecture)</u>	<u>Instructor Name</u>	<u>Office</u>	<u>Email address</u>
1	Dr. Yousef Hassouneh	Masri322	yhassouneh@birzeit.edu
2	Mr. Hafez Barghouthi	Masri321	hbarghouthi@birzeit.edu
3	Dr. Bassem Sayrafi	Masri316	bsayrafi@birzeit.edu
4	Mr. Nael Qaraeen	Masri321	nqaraeen@birzeit.edu
5	Dr. Anas Arram	Masri318	aarram@birzeit.edu
6	Dr.Mohammad Alkhanafseh	Masri314	malkhanafseh@birzeit.edu
7	Dr. Mamoun Nawahdah	WKS205	mnawahdah@birzeit.edu
8	Mr.Murad Njoum *	Masri322	mnjoum@birzeit.edu
9	Ms.Dima Taji		dtaji@birzeit.edu

*Course coordinator

References:

Introduction to JAVA Programming, 12th edition (11th edition is OK) , Author Y.Daniel Liang, Publisher: Prentice Hall.

☐ Laboratory Work Book (COMP231)

Grading Policy:

Quizzes , Assignments, and Lab Works	20%
Midterm Exam	25%
Practical Exam	10%
Final Project	10%
Final Exam	35%

Topics Covered in this Course:

Topics	Chapter	# of lectures
Introduction to Java	1-8	6
Objects and Classes	9	3
Strings	4.4, 10.10, 10.11	2
Thinking in Objects	10	2
Inheritance and Polymorphism	11	3
Midterm Exam		
Abstract Classes and Interfaces	13	3
Exception Handling and Text I/O	12	3
JavaFX Basics	14	3
JavaFX UI Controls	16	2
Event-Driven Programming	15	3

Lab Outline:

#		Quizzes	Assignments
1	Program structure in Java		
2	Structure Programming - Revision		
3	Methods		
4	Arrays and Object Use	Quiz#1 (Ch1-Ch7)	Assignment #1
5	Object-Oriented Programming		
6	String I	Quiz#2 (Ch8-Ch9)	
7	String II		Assignment#2
8	Inheritance and Polymorphism	Quiz#3 (Ch4.4+Ch.10)	
9	Abstract classes and Interfaces	Quiz#4 (Ch11)	Assignment#3
10	Exception handling and text I/O		
11	JavaFX basics and UI controls	Quiz#5 (Ch12+13)	Assignment#4
12	Event-Driven Programming		
13			

Special Regulations:

- Late/wrong assignments will **NOT** be accepted for any reason.
- There will be **NO** makeup short exams
- Missing any exam without an **acceptable** excuse will result in a zero grade for that exam.
- **Attendance** is mandatory. University regulations will be strictly enforced.
- Academic **honesty**:
 - o Individual HW assignments/project must be each student's own work.
 - o Cheating will result in an official university disciplinary review.