Tamkang University Academic Year 109, 2nd Semester Course Syllabus

Course Title JAVA PROGRAMMING		Instructor	HUANG-WEN HUANG
Course Class DIVISION OF SOFTWARE ENGINEERING, Details			◆ General Course◆ Selective◆ One Semester
Relevance to SDGs	PROGRAM), 2A SDG4 Quality education elevance SDG9 Industry, Innovation, and Infrastructure		
	Departmental Aim of Educ	ation	
Cultivate pr	ofessional talents in developing and applying information syste	m in various fi	elds.
	Subject Departmental core competenc	es	
A. Capability of computer program coding, process planning, and problem solving(ratio:100.00)			
Subject Schoolwide essential virtues			
2. Information literacy. (ratio:70.00)			
5. Independent thinking. (ratio:10.00)			
7. A spirit of teamwork and dedication. (ratio:10.00)			
8. A sense of aesthetic appreciation. (ratio:10.00)			
Course Introduction	The purpose of this course is to introduce Java programming another high level programming language. This course control basic, class and object, Java applet and graphics, control stat some important object-oriented concepts such as inheritance interface. In lectures, we will do many examples and exercise	ents include Ja ements, array e, polymorphi	and sm and

The correspondences between the course's instructional objectives and the cognitive, affective, and psychomotor objectives.

Differentiate the various objective methods among the cognitive, affective and psychomotor domains of the course's instructional objectives.

I. Cognitive: Emphasis upon the study of various kinds of knowledge in the cognition of the course's veracity, conception, procedures, outcomes, etc.

II. Affective: Emphasis upon the study of various kinds of knowledge in the course's appeal, morals, attitude, conviction, values, etc.

III.Psychomotor: Emphasis upon the study of the course's physical activity and technical manipulation.

No.	Teaching Objectives	objective methods
1	Students are able to get familiar with Java programming language.	Cognitive
2	Students are able to understand Java operators, basics and statements. Particularly it is based on object-oriented methodology.	Cognitive
3	Students are able to learn Java Applet which is used in webpage design.	Cognitive
4	Students are able to understand Java control statements in programs.	Cognitive
5	Students are able to understand Java graphics and user interface design.	Cognitive
6	Students are able to practically write Java programs in classes.	Cognitive
7	Enhancing students' ability to write read and speak technical English especially in Java programming language.	Psychomotor

 $The \ correspondences \ of \ teaching \ objectives: core \ competences, \ essential \ virtues, \ teaching \ methods, \ and \ assessment$

No.	Core Competences	Essential Virtues	Teaching Methods	Assessment
1	А	2	Lecture	Testing, Study Assignments, Report(including oral and written)
2	А	2	Lecture	Testing
3	А	2	Lecture	Discussion(including classroom and online)
4	А	2	Lecture	Study Assignments, Report(including oral and written)
5	А	2	Lecture	Testing, Discussion(including classroom and online), Report(including oral and written)

6	А		5	Lecture	Testing
7	А		78	Lecture	Testing, Study Assignments, Discussion(including classroom and online), Report(including oral and written)
	1	I		Course Schedule	
Week	Date	Course Contents Note			Note
1	110/02/22 ~ 110/02/28	Introduction to programming and the Java language (1);			
2	110/03/01 ~ 110/03/07	Programming building blocks – Java Basics (2); Shown in the Parentheses are corresponding sections in the textbook.			Parentheses are corresponding sections
3	110/03/08 ~ 110/03/14	Object-Oriented programming, part 1: using classes (3);			
4	110/03/15 ~ 110/03/21	The string class (3.7);Math class (3.13);JoptionPane Dialog boxes (3.16);			
5	110/03/22 ~ 110/03/28	Introduction Applets and Graphics (4)			
6	110/03/29 ~ 110/04/04	Flow of control: selection (5)			
7	110/04/05 ~ 110/04/11	Flow of control: looping (6)			
8	110/04/12 ~ 110/04/18	Object-oriented programming: user-defined classes (7)			
9	110/04/19 ~ 110/04/25	In-Class Exercises			
10	110/04/26 ~ 110/05/02	Midterm Exam Week			
11	110/05/03 ~ 110/05/09	Single-Dimensional arrays (8)			
12	110/05/10 ~ 110/05/16	Multidimensional arrays (9)			
13	110/05/17 ~ 110/05/23	Object-oriented programming: inheritance, polymorphism and interfaces (10)			
14	110/05/24 ~ 110/05/30	Exceptions and input/output operations (11)			
15	110/05/31 ~ 110/06/06	Graphi	cal user interfaces (12)		
16	110/06/07 ~ 110/06/13	Graphi	cal user interface makir	ng up (12.1)	
17	110/06/14 ~ 110/06/20	In-Class exercises			
18	110/06/21 ~ 110/06/27	Final Exam Week			

Requirement	Grading policy may vary according to circumstances when school starts.		
Teaching Facility	Computer, Projector		
Textbooks and Teaching Materials	Julie Anderson, Herve Franceschi, "Java 6 Illuminated An Active Learning Approach" 2nd "Jones and Bartlett Publications Inc.2008		
References	Walter Savitch," Absolute Java" 3rd, Pearson International Edition 2008. Gary J. Bronson "Object-Oriented program development using Java", 2006, Thomson course technology, enhanced edition.		
Number of Assignment(s)	6 (Filled in by assignment instructor only)		
Grading Policy	 Attendance: 10.0 % ◆ Mark of Usual: 10.0 % ◆ Midterm Exam: 25.0 % Final Exam: 25.0 % Other ⟨Homework and project⟩: 30.0 % 		
Note	This syllabus may be uploaded at the website of Course Syllabus Management System at http://info.ais.tku.edu.tw/csp or through the link of Course Syllabus Upload posted on the home page of TKU Office of Academic Affairs at http://www.acad.tku.edu.tw/CS/main.php . ** Unauthorized photocopying is illegal. Using original textbooks is advised. It is a crime to improperly photocopy others' publications.		

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