COURSE DESCRIPTION

Prerequisite: Basic understanding of problem-solving and logic structures used with computers obtained in ITSE 1429 or equivalent experiences approved by instructor consent.

Introduction to object-oriented Java programming includes the fundamental syntax and semantics of Java for applications and Web applets.

This is a 4 credit hour course. (3 Lec., 4 Lab.)

WECM END-OF-COURSE OUTCOMES: Design and write documented Java applications and applets.

STUDENT LEARNING OUTCOMES:

Upon successful completion of ITSE 2417, students will be able to:

- Identify Java terms, syntax, basic programming logic, semantics object-oriented concepts, classes and structures.
- Produce Java console and GUI application that manipulate constants, variables, objects and arrays with different data types using and Integrated Development Environments (IDE).
- Reinforce skills by choosing appropriate features, control structures, and display options to apply to applications based on assignment criteria.
- Demonstrate knowledge of Java by developing and writing documented programs; designing, debugging and analyzing Java program code.

COURSE MATERIALS


Other Resources: eCampus will be used to post and collect assignments, give tests, reference resources, and discuss problems. Students -- both on-line and in-class -- are expected to login to check assignments and announcements no less than once a week.

A student of this institution (El Centro College) is not under any obligation to purchase a textbook from a university-affiliated bookstore. The same textbook may also be available from an independent retailer, including an online retailer.
Major Course Requirements

Students will participate in Discussion Boards addressing topics in each lecture
Students will complete lab exercises and projects which include:

- Gaining an understanding of objects & classes
- Writing basic Java syntax for assignment & conditional statements, For While loops, For loops, Do While loops & casting statements
- Creating Java class definition and documenting Java classes
- Applying basic concepts of testing & debugging in Java
- Demonstrating object creation & interaction
- Reading and understanding Java Standard library documentation
- Discussing principles of good object-oriented design

Chapter tests will evaluate the student’s understanding of Java programming concepts and knowledge presented in each chapter.

Subject Matter

Topics covered in the lecture portion of the course include:

- Objects & classes
- Understanding Class definitions
- Object interaction
- Grouping Objects
- More sophisticated behavior
- Well-behaved objects
- Improving structure with inheritance
- More about inheritance
- Further abstraction techniques
- Building graphical user interfaces
- Executing without BlueJ

Disclaimer

The provisions contained in this syllabus do not constitute a contract between the student and El Centro College. These provisions may be changed at the discretion of the Coordinator/Instructor. When necessary, appropriate notice of such changes will be given to the student.

The instructor-of-record may provide additional information to enhance the course to meet the needs of the enrolled students, provided that the enhancements do not conflict with the official course syllabus.

Policies

Students should click on the links below and read all of these policies.

General institutional policies
Course-related institutional policies