School of Information Technology
International Business College

7 Greenfield Parade
Bankstown 2200 NSW Australia

Object Oriented Programming with Java

Subject Coordinator and Lecturer: Professor Minh Hung Le
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Aim of Unit:

This subject aims to give the student an understanding of the object oriented programming paradigm. Topics covered include classes and objects; encapsulation and information hiding; event-driven programming; object oriented programming languages and Java; programming graphical user interfaces and network programming in Java.

Unit Outline:

- Describe the object oriented programming paradigm.
- Explain event-driven programming.
- Comprehend parts of the programming language Java and its libraries.
- Design efficient classes and user interfaces.
- Create programs in Java.

Mode of Delivery:

Two hours lecture per week.
One hour tutorial per week.
Three hours practical per week

Unit Assessment:

Assignments	15 %
Practicals	15 %
Mid-Semester Test	20 %
Final Examination	50 %

Assessment Requirements:

Students must receive 50% or more for each part of Unit Assessment in order to pass the subject.

Student Workload:

Students will have 3 hours per week face-to-face learning during semester. Students are expected to work at least 5 hours per week out of class.

Text Book:

Bruce Eckel, "Thinking in Java", Third Edition, Prentice Hall, 2002
Online: www.bruceeckel.com

Recommended References:

1. Y. Daniel Liang, "Introduction to Java Programming, Comprehensive", 5th Edition, Prentice Hall, 2006
2. Harvey M. Deitel, Paul J. Deitel, "Java How to Program", 6th Edition, Prentice Hall, 2005

Subject Schedule

Weeks	Lecture/Tutorial Topics	Assignments	Reading from Text Book
1	Intro to Java, OOP, Java Language Elements	Assignment #1 Practical #1	Chapters 1,2
2	Operators, Defining/using Classes, Control Structures	Assignment #2 Practical #2	Chapter 3
3	Defining/using Classes, Control Structures (continue), Methods	Assignment #3 Practical #3	Chapters 3,4
4	Packages, accessing classes, Class Re-use and Inheritance	Assignment #4 Practical #4	Chapters 5,6
5	Class Re-use and Inheritance (continue), Exceptions	Assignment #5 Practical #5	Chapters 6,10
6	More Exceptions	Assignment #6 Practical #6	Chapter 10
7	Java I/O System **Mid-Semester Test**	Assignment #7 Practical #7	Chapter 11
8	Polymorphism, Interfaces and Inner Classes	Assignment #8 Practical #8	Chapters 7,8
9	Interfaces and Inner Classes (continue), GUIs and Event Handling	Assignment #9 Practical #9	Chapters 8,13
10	GUIs and Event Handling (continue)	Assignment #10 Practical #10	Chapter 13
11	Multiple threads	Assignment #11 Practical #11	Chapter 14
12	Distributed Computing	Assignment #12 Practical #12	Chapter 15
13	Revision		
14	**Final Examination**		