

Syllabus of Fall Semester, 2017

Course Title	PLATFORM-BASED PROGRAMMING	Course Code	CP33993	Section	059
Department	Computer Sciences and Engineering Major	Level	2	Credit – Theory – Practice	3.0 – 3.0 – 0.0
Class Hours & Classroom	Mon. 09:00(75) 201-6409-1,Wed. 09:00(75) 201-6409-1				
Lecturer	Woo, Gyun	Office		Office Hours	13:30-14:30 on Tue. and Wed.
		Telephone		E-mail	
Methodology of Instruction	Lecture and Exercise				
Evaluation and Grading	Attendance and Attitude: 10%, Exam: 60%, Programming and Assignments: 30% * Students with disabilities can request an extension of the exam hour, and they can take exams by getting writing assistance or by using a computer.				
Prerequisites					
Course Objectives	- Practicing the basic programming techniques in Java - Practicing the object-oriented programming techniques in Java - Learning and practicing how to design an object-oriented programs				
Course Description	This course focuses on practicing the basic and the advanced techniques for developing object-oriented software using Java. The object-oriented design methodology is also introduced. The concepts of polymorphism, exceptions, GUI, and threads are practically introduced using Java constructs. The students will gain the basic ability to develop object-oriented software in Java completing this course. * Students with disabilities can negotiate with the Disabled Student' s Academic Support Center regarding course materials and assignments.				
Relationship between Courses and Core Competencies					
8 Core Competencies of PNU					
Core Competencies Based on Courses and Educational Methods					
Core Competencies of Department				Educational Methods	
3	Ability for designing systems and processes that meet realistic limits and requirements, and planning and performing projects				
4	Ability for formulating engineering problems, understanding requirements, and modeling the problems				
5	Ability for using techniques, methods, and tools required in engineering and IT work				
9	Widespread knowledge for understanding effects of engineering and IT for solving problems in global economy, environment, and so				
Textbooks and References					
Required Textbooks	B.M. Chang and G.Woo, Playing with Java, Kyobo, 2010.				
References	1) Bruce Eckel, Thinking in Java, 4th Ed, Pentice Hall, 2006. 2) I. Chun, S. Ha, Power Java, Infinity Books, 2009.				

Weekly Schedule of Classes		
Week No.	Course Material	Assignments and Other Notes
Week 1	[Orientation and Education on Academic Misbehavior (e.g. Cheating, Plagiarism) and Safety Education on Experiment and Practice] Course Introduction	
Week 2	Building Java Development Environment	Making Simple Java Program
Week 3	Java Input and Output	Using Java File I/O
Week 4	Java Arrays	Using Java Arrays
Week 5	Midterm Exam 1	
Week 6	Java Classes	Using Java Classes
Week 7	Inheritance	Using Subclasses
Week 8	Polymorphism	Using Polymorphism
Week 9	Packages	Using Packages
Week10	Midterm Exam 2	
Week11	Exception	Using Exceptions
Week12	Generics	Using Generics
Week13	GUI and Graphics	Using GUI
Week14	Threads	Using Threads
Week15	Final Exam	
Week16	Summary	
Attachment		