ITP220 Revised: Spring 2018

Virginia Western Community College ITP 220 Java Programming II

Prerequisites

ITP 120 Co-requisite: ITD 130 or instructor's permission

Course Description

Imparts instruction in application of advanced object-oriented techniques to application development using Java. Emphasizes database connectivity, inner classes, collection classes, networking, and threads.

Semester Credits: 4 Lecture Hours: 4 Lab/Clinical/Internship Hours: 0

Required Materials

Textbook:

Java, How to Program, 11th edition, Paul and Harvey Deitel, Pearson Publishing. There are three versions. ISBN with eBook 978-0134752129 ISBN with loose leaf printed text 978-0134800301 ISBN with printed version of text 978-0134800271 Make certain it is the code for Deitel 11th Java Early Objects.

Other Required Materials:

MyProgrammingLab (comes with new textbook). Can purchase just the access code for the MyProgrammingLab with ISBN 978-0134752105. Eclipse (latest version) supplied in class

Course Outcomes

At the completion of this course, the student should be able to:

- 1. Be able to review and program using the introductory topics from the Java programming language. (those from ITP120)
- 2. Be able to program with advanced language constructs
- 3. Understand the advanced concepts of inheritance and polymorphism
- 4. Understand flat file and serializable file I/O concepts
- 5. Be able to work with inner classes
- 6. Be able to create fat client graphical user interface-based applications
- 7. Understand how to connect Java to databases with both raw code and tools such as Hibernate
- 8. Understand Java threading concepts and programming aspects
- **9.** Prepare for the first Java certification test.
- 10. Expand your **knowledge of object-oriented programming techniques** by introducing advanced principles of computer programming and problem solving;
- 11. Introduce fundamental object-oriented design strategies;

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12. Increase **object-oriented problem-solving abilities**, through the use of real-world practical problems;

- 13. Evaluate various forms of data abstraction based on metrics such as maintainability and efficiency;
- 14. Introduce algorithms, program development, and construction techniques that use **abstraction**, **encapsulation**, **information hiding**, **and advanced data structures**;
- 15. Provide a foundation for further studies in computer science and information technology.

Topical Description

Module	Topics	Deitel Chapters
1	Introduction, Programming, Selections and	1-10 plus 14
	Loops, Classes, Objects, Methods, Arrays,	
	ArrayLists, Strings, Inheritance,	
	Polymorphism, Abstract Classes, Interfaces	
2	More Mod 1, Exception handling and filing,	11,15,16
	New APIS for JDK7, Collections	
3	Java Database, Intro to GUI	12,24
4	Analysis of Algorithms, Recursion, Searching,	17-21
	Sorting and Big O, Generic Collections, Lists	
	and Stacks, Queues, Priority Queues, Trees	
5	Other Topics: GUI, Java FX, Annotations,	Sec 10.10 + Ch 17
	Functional Programming and Unit Testing	Ch 12, 25

Notes to Instructors

- 1. Each module is three weeks long and requires both a quiz and a laboratory assignment submitted through Blackboard
- 2. A midterm and final exam are required
- 3. Preparation for the Java certification is included