Fall 2023

Java Programming II

514770
Fall 2023
9/5/2023
Kyoung Shin Park
Computer Engineering
Dankook University

Course Information

- ❑ Course
  - Java Programming 2 (514770)
  - Fall 2023, 3 credits, 3 hours
  - Course hour: Tuesday 9:00-12:00 (2nd Engineering 521)
- ❑ Instructor
  - Kyoung Shin Park
  - kpark@dankook.ac.kr
  - 031-8005-3161 (office) 010-8636-1960 (mobile)
  - 2nd Engineering Building, Room 512
  - Office hour: by appointment
- ❑ Prerequisite courses
  - Java Programming 1

Purpose

- Weekly course content is subject to change
- Do not take this course unless you plan to get a job in a software development related field
- Do not take this course unless you know the Java language or have used other Object-Oriented Programming languages
- This course do not teach Java

Text Book

- Textbook
  - Head First Design Patterns
    - Eric Freeman, Elisabeth Freeman with Kathy Sierra, Bert Bates
    - O'Reilly
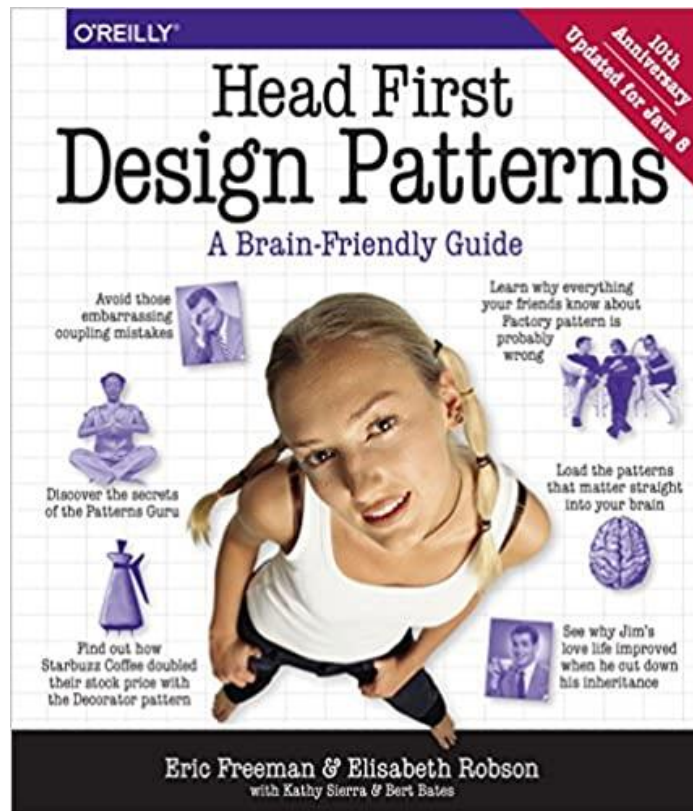
Evaluation

- Attendance: 10%
  - Attendance is deducted in proportion to the number of absences and tardiness, and F for students who are absent more than 1/3 of the total class time.
- Midterm Exam: 30 %
- Final Exam: 40%
- Homework: 20 %
- Class Participation & Attitude: extra 10%

Schedule

1. Introduction to Course
2. OOP, SOLID
3. Software Design Pattern, Strategy Pattern
4. Observer Pattern
5. Decorator Pattern
6. Factory Pattern
7. Singleton Pattern
8. Midterm Exam

Schedule

9. Command Pattern
10. Adapter, Façade, Iterator Pattern
11. Template Method Pattern
12. Composite Pattern
13. State Pattern
14. DAO, MVC Pattern
15. Final Exam

Exams

- Midterm Exam
  - 2-hour close-book exam
- Final Exam
  - 2-hour close-book exam

Homework

- Individual Homework
  - Java Programming
  - 4~8 assignments
  - Deduct points for late submission past the due date
  - Give 0 points for missing assignment
  - Turn in all your source codes, executable, a short 2~5-page (single-space, 10-point font) report containing the snapshot
  - Require source code comments
  - The content of the report should consists of a description of the implementation method, a description of the main code, and the execution result screen capture(image).
  - Note: If you have not write your own code, or if the contents of your source code are almost similar to other students, the final grade of this course is F.

Online Resources

- Tutorialspoint Design Patterns in Java Tutorial
  https://www.tutorialspoint.com/design_pattern/index.htm
- Javatpoint Design Patterns in Java Tutorial
  https://www.javatpoint.com/design-patterns-in-java
- DZone Design Patterns for Begineers with Java Examples
  https://dzone.com/articles/design-patterns-for-beginners-with-java-examples
- HowToDoInJava Design Patterns Tutorials
  https://howtodoinjava.com/design-patterns/
- Mkyong Java Design Patterns
  http://mkyongtutorial.com/java-3

Announcement

- Class blog:
  http://dis.dankook.ac.kr/lectures/java23-2/