

Fall 2024

# Java Programming II

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514770

Fall 2024

9/4/2024

Kyoung Shin Park  
Computer Engineering  
Dankook University

# Course Information

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## □ 교과목

- Java Programming 2 (514770)
- 2024 봄학기 3학점 (이론2, 실습1)
- 1분반 강의시간: 수 1-6교시 (2공 521호)
- 2분반 강의시간: 수 11-16교시 (2공 521호)

## □ 강사

- Kyoung Shin Park
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- 031-8005-3161 (office) 010-8636-1960 (mobile)
- 2공학관 512호
- 상담시간: by appointment

## □ 선수과목

- Java Programming 1

# Purpose

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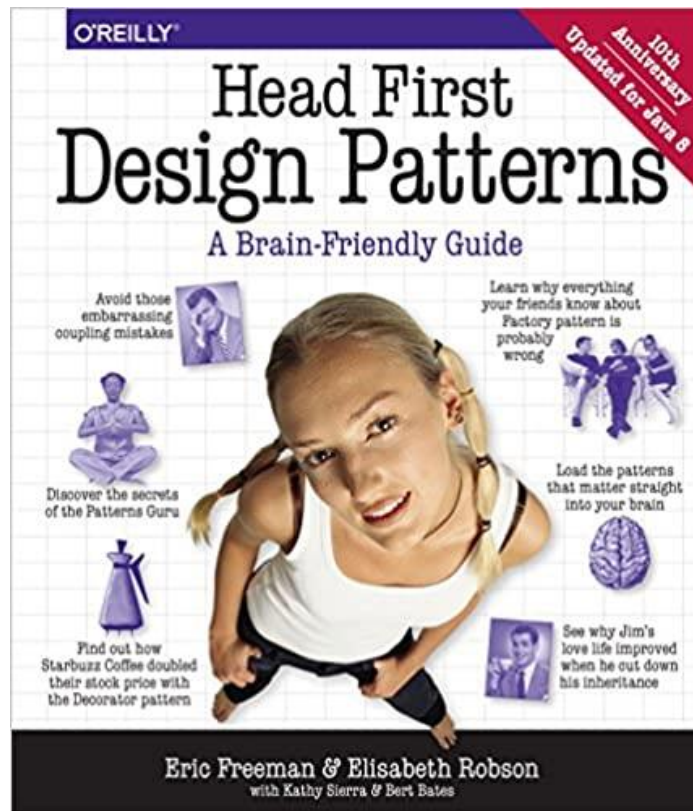
- ❑ Weekly course content is subject to change
- ❑ Do not take this course unless you plan to get a job in a software development related field
- ❑ Do not take this course unless you know the Java language or have used other Object-Oriented Programming languages
- ❑ This course do not teach Java

# Text Book

## □ Textbook

### ■ Head First Design Patterns

- Eric Freeman, Elisabeth Freeman with Kathy Sierra, Bert Bates
- O'Reilly



# Evaluation

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

# Schedule

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1. Introduction to Course
2. OOP, SOLID
3. Software Design Pattern, Strategy Pattern (3주차 추석 동영상)
4. Observer Pattern
5. Decorator Pattern
6. Factory Pattern, Builder Pattern (7주차)
7. Singleton Pattern (6주차 한글날 동영상)
8. Midterm Exam

# Schedule

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

# Exams

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



# Homework

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## □ Individual Homework

- Java Programming
- 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.**

# Homework

## □ 숙제 Grading

- 보고서, 소스코드, 프로젝트 파일 폴더 전체가 없음 -7
- 소스코드 컴파일 에러 -7
- 코드 실행 에러 및 잘못된 결과 -1
- 소스 코드에 주석 없음 -1
- Your Code 없음 -1
- 소스코드 첫부분에 Lab이름, 과목명, 분반, 날짜, 본인이름 적을것
- 보고서표지에 Lab번호, 분반번호, 제출일, 학번, 이름을 적을것
- 보고서 제출안함 -3
- 보고서에 내용을 작성하지 않고 소스코드 사진캡처해서 붙여넣기 -3
- 보고서에 소스코드 내용을 작성하지 않고 다른 것 적기 -3
- 보고서에 Your Code 설명 없음 -1
- 보고서에 실행결과창 없음 -1
- 보고서 파일포맷 (hwp/doc(x)/pdf 아닐시) -10

# Online Resources

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- ❑ Tutorialspoint Design Patterns in Java Tutorial  
[https://www.tutorialspoint.com/design\\_pattern/index.htm](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 Beginners 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

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- Class blog:  
<http://dis.dankook.ac.kr/lectures/java24-2/>