

Java programming

Academic Year: (2022 / 2023)

Review date: 16-05-2022

Department assigned to the subject: Computer Science and Engineering Department

Coordinating teacher: GARCIA OLAYA, ANGEL

Type: Additional training ECTS Credits : 3.0

Year : 1 Semester : 1

REQUIREMENTS (SUBJECTS THAT ARE ASSUMED TO BE KNOWN)

None

OBJECTIVES

To provide basic Java Object Oriented programming knowledge as required by other master's subjects

DESCRIPTION OF CONTENTS: PROGRAMME

1. Introduction to Object Oriented Programming in Java
2. Project management with Java Enterprise
3. Memory management and functional programming in Java

LEARNING ACTIVITIES AND METHODOLOGY

LEARNING ACTIVITIES

- AF1 Lectures [7 hours]
- AF2 E-learning [11.5 hours]
- AF3 Practical lectures [3.5 hours]
- AF4 Lab classes [10 hours]
- AF5 Tutorship [3.3 hours]
- AF7 Students' autonomous work [40 hours]

METHODOLOGY

- MD1: Teacher class presentations with computer and audiovisual support, in which the main course concepts are developed and bibliography is provided to supplement student learning.
- MD2: Critical reading of papers provided by the professor: press articles, reports, manuals, or academic papers, either for class discussion or to extend student's knowledge.
- MD3: Resolution of practical cases, problems, etc. posed by the teacher individually or in group
- MD4: Expositions and class discussion under the moderation of teacher related to the course content and practical cases.
- MD5: Reports elaboration individually or in group.
- MD6: Specific e-learning activities, including viewing recorded content, self-correcting activities, participation in fora, and any other online teaching mechanism.

TUTORSHIP

Students can ask for individual online tutorship.

ASSESSMENT SYSTEM

The subject will be assessed as follows:

Individual or group work during the course: two practical exercises will be delivered according to the continuous evaluation schedule (50%)

Final individual exam (50%)

% end-of-term-examination:	50
% of continuous assessment (assignments, laboratory, practicals...):	50

BASIC BIBLIOGRAPHY

- Bruce Eckel Piensa en Java / Think in Java, Pearson.