CSCI310: Advanced Programming: Java

1.	Course Prefix and number	CSCI 310
2.	Number of semester hours	An undergraduate student should expect to spend on this course a minimum of two hours outside the classroom for every hour in the classroom. The outside hours may vary depending on the number credit hours or type of course. More details are available from the faculty member or department office and in CMU's Curriculum Policies and Procedures Manual.
3.	Pre-requisites	CSCI 110 or CSCI 111
4.	Location of classroom and time course meets	WS 113 11:00-12:14 Tue,Thu
5.	Intstructor Web Page	Dr. Warren MacEvoy http://www.coloradomesa.edu/~wmacevoy
6.	Office Hours	See my web page.
7.	Course Description	We will learn how to use java for developing applications; directed towards students with familiarity with other programming languages.
8.	General Education Objectives	This is not a general education course.
9.	Textbook and Materials	None.
10.	Course Objectives	Learn about Java, the relationship between Java and Android, and develop applications that interoperate with other JVM languages.
11.	Policy on absences and	You are expected to attend class, including in particular days where you or other students are presenting their works or reviews.

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12.	Policy on late work	If a student needs more time on an assignment, the instructor needs to be contacted before the assignment is due.	
13.	Policy on academic dishonesty	It is illegal to plagiarize content, or to use content not permitted by copyright policy. It is dishonest to claim other's work as your own or use tools outside the scope of the projects to build your website. You may be given a failing grade on a project or the course overall for academic dishonesty.	
14.	Disability Arrangements	In coordination with Educational Access Services, reasonable accommodations will be provided for qualified students with disabilities. Please meet with the instructor the first week of class to make arrangements. Educational Access Services can be contacted at 248-1801, or in person in Houston Hall, Suite 108.	
15.	Evaluation and grading	Tests and assignments will be graded on a combination of objective and subjective basis. You will be graded on programming projects and tests.	
16.	Major assignments	TBD	
17.	Course Topics	JVMJavaAndroid	

Week	Tue	Thu
	Tue 19-Aug	Thu 21-Aug
17-Aug	1	2
	Tue 26-Aug	Thu 28-Aug
24-Aug	3	4
	Tue 02-Sep	Thu 04-Sep
31-Aug	5	6
	Tue 09-Sep	Thu 11-Sep
7-Sep	7	8
	Tue 16-Sep	Thu 18-Sep
14-Sep	9	10
	Tue 23-Sep	Thu 25-Sep
21-Sep	11	12
28-Sep	Tue 30-Sep	Thu 02-Oct

	13	14
	Tue 07-Oct	Thu 09-Oct
5-Oct	15	16
	Tue 14-Oct	Thu 16-Oct
12-Oct	17	18
	Tue 21-Oct	Thu 23-Oct
19-Oct	19	20
	Tue 28-Oct	Thu 30-Oct
26-Oct	21	22
	Tue 04-Nov	Thu 06-Nov
2-Nov	23	24
	Tue 11-Nov	Thu 13-Nov
9-Nov	25	26
	Tue 18-Nov	Thu 20-Nov
16-Nov	27	28
	Tue 25-Nov	Thu 27-Nov
23-Nov	*Thanksgiving*	*Thanksgiving*
	Tue 02-Dec	Thu 04-Dec
30-Nov	29	30
	Tue 09-Dec	Thu 11-Dec
7-Dec	10:00-11:50 Final	*Finals*

DAY	TOPIC	DESCRIPTION
1	overview	understanding the java context
2	tools	netbeans/android studio/maven
3	intro/1	hello world
4	intro/2	Java

Create a "Hello World" JavaFX/FXML application Due sep 4.

Create an application (Java, FX optional) that takes advantage of a collection in some way. Extra credit for documentation (using at least some of the @keywords used correctly) using javadoc. It is fine to extend the last project, but explain the changes that apply to this project. Due Sep 23.

Create a model or something (Java, FX optional) that uses classes, abstract classes, anonymous inner classes, interfaces, and lambda expressions. Due: Oct 14. ClassesAndInterfaces demonstrates an example of all these (source on K drive).

Create an application that uses threads & synchronization due Oct 28. (Example soure in Threading on K drive). Add a readme to explain what parts apply to this project if useful.

Create an application that uses a database for storage of something. Due Nov 4 (Nov 11 if you are going to the programming contest).

EITHER (Due by finals):

- Create an application that uses some standard tool set for serialization (Serializable, Gson, ProtocolBuffs, or an ORM like cayenne. Send data into a DB, or save to file, or a client/server connection...
- 2. Create an android application (it can be simple)

OR

Propose a final project.

Resources

Android Studio

Andriod Studio download does not contain SDK

Download SDK Tools separately (put it in like /Developer/android-sdk-macosx, or c:/sdk/android-sdk-windows)

Start studio ->

Configure -> Project Defaults -> Project Structure -> [Put in the directory above in box] backup

Configure -> SDK Manager (used to be greyed out) check off x86 accel (last package) and choose "install 17ish packages" wait....

Java Class Notes

http://www.oracle.com/technetwork/java/javase/downloads/jdk-netbeans-jsp-142931.html http://www.oracle.com/technetwork/java/javase/downloads/sb2download-2177776.html

https://netbeans.org/

http://maven.apache.org/ https://github.com/

Adding SQLite to your project:

Download JDBC sqlite connector from

https://bitbucket.org/xerial/sqlite-jdbc/downloads/sqlite-jdbc-3.8.6.jar

Create "/lib" folder (like c:/projects/java/SQLite/lib) in your project root directory and place this jar file in that directory.

OS X: You have sqlite

Ubuntu: suto apt-get libsqlite3-dev

Windows: http://sglite.org/2014/sglite-dll-win32-x86-3080600.zip

Unzip file and place sqlite3.dll in your lib directory

project (right click on project in solution explorer)->project properties->run->VM Options Add -Djava.library.path="c:\projects\java\SQLite\lib" (wherever you put it) to the VM

Options

Installing Android Studio

Download android studio

On OSX the <u>SDK is a separate download</u> - your milage may vary, I installed it in /Developer/android-sdk-macosx. Run the tools/android, I checked the Intel x86 Emulator Accelerator but left the other defaults alone. Then "Install 17 packages"

When launching android studio, drive through

configure|project defaults|project structure|sdks

To pick off the SDK (if you see no whining, it might be part of the install already for you)