

# Java and web technologies - course description

General information	
Course name	Java and web technologies
Course ID	11.3-WE-INFP-JavaiWeb-Er
Faculty	<a href="#">Faculty of Computer Science, Electrical Engineering and Automatics</a>
Field of study	Computer Science
Education profile	academic
Level of studies	First-cycle Erasmus programme
Beginning semester	winter term 2019/2020

Course information	
Semester	3
ECTS credits to win	6
Course type	obligatory
Teaching language	english
Author of syllabus	<ul style="list-style-type: none"><li>dr inż. Andrzej Czajkowski</li></ul>

Classes forms					
The class form	Hours per semester (full-time)	Hours per week (full-time)	Hours per semester (part-time)	Hours per week (part-time)	Form of assignment
Lecture	30	2	-	-	Exam
Laboratory	30	2	-	-	Credit with grade

## Aim of the course

- Familiarize students with fundamentals of Java Platform and object-oriented programming,

- Introduce students to design and implement standalone and network applications.

## Prerequisites

Principles of programming , Object-oriented programming,

## Scope

- Java Platform, Standard Edition
- Memory Managment
- Naming Conventions
- Lexical Elements
- Fundamental Types
- Reference Types
- Object-Oriented Programming
- Statements and Blocks
- Exceptions Handling
- I/O API
- Concurrency
- GUI in Java
- Lambda Expressions

## Teaching methods

lecture, laboratory classes.

## Learning outcomes and methods of theirs verification

Outcome description	Outcome symbols	Methods of verification	The class form
Student is able to find and analyse API documentation of specific classes		<ul style="list-style-type: none"><li>• an observation and evaluation of activities during the classes</li></ul>	<ul style="list-style-type: none"><li>• Laboratory</li></ul>
Student can create API documentation using javadoc annotations		<ul style="list-style-type: none"><li>• an observation and evaluation of the student's practical skills</li></ul>	<ul style="list-style-type: none"><li>• Laboratory</li></ul>
Student knows and can use the basics of Java language syntax to write simple applications on J2SE platform		<ul style="list-style-type: none"><li>• a quiz</li></ul>	<ul style="list-style-type: none"><li>• Lecture</li><li>• Laboratory</li></ul>
Student can analyse and explain the java code, find the logical and syntax errors.		<ul style="list-style-type: none"><li>• a quiz</li><li>• an examination test with score scale</li></ul>	<ul style="list-style-type: none"><li>• Lecture</li><li>• Laboratory</li></ul>

Outcome description	Outcome symbols	Methods of verification	The class form
Student knows the fundamentals of object oriented programming and can properly use those in self written applications		<ul style="list-style-type: none"> <li>• a quiz</li> <li>• an examination test with score scale</li> </ul>	<ul style="list-style-type: none"> <li>• Lecture</li> <li>• Laboratory</li> </ul>

## Assignment conditions

**Lecture** - the passing criterion is a sufficient mark from the final test.

**Laboratory** - the passing criterion are positive marks for laboratory exercises and tests.

**Final mark components** = lecture: 50% + laboratory: 50%

## Recommended reading

1. B. Eckel, Thinking in Java, Prentice Hall, 2006
2. D. Flanagan, B. Evans, Java in a Nutshell, 6th Edition: A Desktop Quick Reference, O'Reilly, 2014

## Further reading

1. Richard Warburton, Java 8 Lambdas, O'Reilly, 2014
2. Java Code Convention, Sun Microsystems, 1997

## Notes

Modified by prof. dr hab. inż. Andrzej Obuchowicz (last modification: 27-10-2019 10:40)

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