

Detailed Course Description - Course Plan Development and Updating Procedures/ Computer Information systems Department	QF01/0408-3.0E
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Faculty	Faculty of Science and Information Technology	Department	Computer Information Systems
Course Number	0113323	Course Title	Visual Programming
Number of Credit Hours	3	Pre-Requisite/Co-Requisite	Object Oriented Programming

### Brief Course Description

This course focuses on advance topics in Java programming language such as: designing GUI, advance GUI, different components, Menus, layout, event-driven programs. Java Graphics, Java Applet, Exception Handling, files in Java, connection with database using JDBC.

Course Goals and Learning Outcomes	
<b>Goal 1</b>	<b>Provide details about Graphical User Interface components including JLabel, JTextField, JButton, JCheckBox, JRadioButton, JComboBox, JList, JTextArea, and JSlider and so on.</b>
Learning Outcomes	<p>1.1 Be able to write simple GUI interfaces for a computer program to interact with users, and to understand the event-based GUI handling principles.</p> <p>1.2 Understand the basic approaches to the design of software applications.</p> <p>1.3 Understand the basic approaches to the design of software applications.</p> <p>1.4 Design, implement, test, debug, and document GUI, event-driven programs.</p>
<b>Goal 2</b>	<b>Provide basic understanding of Graphics and Java2D.</b>
Learning Outcomes	<p>2.1 Create Java applications with graphics.</p> <p>2.2 Write code to add event handling capability to Graphics.</p> <p>2.3 Create Java applications with Java2D.</p>
<b>Goal 3</b>	<b>Provide and understand details about Java Applets.</b>
Learning Outcomes	<p>3.1 Create Java Applet applications.</p> <p>3.2 Be able to run Applet using applet viewer and web browser.</p>
<b>Goal 4</b>	<b>Provide principles of Exception Handling</b>
Learning Outcomes	<p>4.1 Write code to implement try catch and finally blocks.</p> <p>4.2 Be able to handle exception of event-based GUI.</p>
<b>Goal 5</b>	<b>Understand main principles of files and streams including creating, reading and updating sequential files, and main principles of database and how to read and store data in tables.</b>
Learning Outcomes	<p>5.1 Write code to read and write both binary and text files.</p> <p>5.2 Write code to use serialization and read and write objects</p> <p>5.3 Write code to read and write data to a relational database</p>
<b>Textbook</b>	<p>1. Deitel and Deitel, Java™ How to Program, 10<sup>th</sup> edition, Pearson, Inc., 2014</p>
<b>Supplementary References</b>	<p>1. D.S. Malik, JAVA programming: from problem analysis to program design, 5<sup>th</sup> edition, Thomson Course Technology, Canada, 2012.</p> <p>2. Joyce Farrell, Java Programming, 8th Edition, Cengage Learning, 2015.</p> <p>3. By Bart Baesens, Aimee Backiel, Seppe vanden Broucke, Beginning Java Programming: The Object-Oriented Approach. 1st Edition, John Wiley and Sons, Inc, 2015.</p>

Course Timeline				
Week	Number of Hours	Course Topics	Pages (Textbook)	Notes
01	1 1 1	<b>Review of Object-Based Programming</b> – Classes and inheritance. – Interfaces.	315-430	Chapter 8+9+10
02	1 1 1	<b>GUI Components: Part 1</b> – GUI-Based Input/output with JOptionPane – Overview of Swing Components – Displaying Text and Images in a Window(Label) – Text Fields and an Introduction to Event Handling	473-491	Chapter 12
03	1 1 1	– JButton and How Event Handling Works – Buttons That Maintain State – JCheckBox, JRadiobutton, JToggleButton	492-501	Chapter 12
04	1 1 1	– JComboBox. – JList – Mouse Event Handling	502-525	Chapter 12
05	1 1 1	– Key Event Handling – Introduction to Layout Managers – TextArea, JPasswordField, JFormattedField	525-542	Chapter 12
06	1 1 1	<b>GUI Components: Part 2</b> – Swing Containers and JPanel – <b>First Exam</b>	911-917	Chapter 22
07	1 1 1	– JSlider, JSpinner – JTabbedPane. – Layout Managers: Box Layout, GridBagLayout	928-942	Chapter 22
08	1 1 1	– Using Menus with Frames – JPopupMenu	917-933	Chapter 22
09	1 1 1	<b>Graphics and Java 2D</b> – Color Control – Manipulating Fonts – Drawing Lines, Rectangles and Ovals	555-575	Chapter 13
10	1 1 1	– Graphics and Java 2D (Cont.) – Drawing Arcs – Java 2D API – Graphics using Mouse and Key Events	575-588	Chapter 13
11	1 1 1	<b>Strings, Characters and Regular Expressions</b> – Fundamentals of Characters and Strings class String, class Character	596-610	Chapter 14

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12	1 1 1	<b>Exception Handling</b> – Introduction – Arithmetic Exception, Input Mismatch Exception – Handling Arithmetic Exceptions. Try and catch – Finally block	441-466	Chapter11
13	1 1 1	<b>Files, Streams and Object Serialization</b> – Introduction – Files and Streams – The java.io and java.nio Packages	644-655	Chapter15
14	1 1 1	<b>Files, Streams and Object Serialization (Cont)</b> – Sequential-Access Text Files – Object Serialization – Opening Files with JFileChooser	655-670	Chapter15
15	1 1 1	<b>Accessing Databases with JDBC</b> – Introduction – Relational Database – SQL	1046-1060	Chapter24
16	1 1 1	<b>Accessing Databases with JDBC (Cont)</b> – Setting up a Java DB Database <b>Final Exam</b>	1060-1063	Chapter24

<b>Theoretical Course Evaluation Methods and Weight</b>	Participation = 10% First Exam 20% Second Exam 20% Final Exam 50%	<b>Practical (Clinical) Course Evaluation Methods</b>	Semester Students' Work = 50% (Reports, Research, Quizzes, Etc.) Final Exam = 50%
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<b>Approved by Head of Department</b>		<b>Date of Approval</b>	
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Extra information (to be updated every semester by corresponding faculty member)

<b>Name of Teacher</b>		Office Number	
Phone Number (Extension)		Email	<a href="mailto:_____@zuj.edu.jo">_____@zuj.edu.jo</a>
Office Hours			