

朝陽科技大學 093學年度第2學期教學大綱
Program Design 程式設計(二)

當期課號	1173	Course Number	1173
授課教師	呂瑞麟	Instructor	LU,JUI LIN
中文課名	程式設計(二)	Course Name	Program Design
開課單位	資訊管理系(四日)—B	Department	
修習別	必修	Required/Elective	Required
學分數	3	Credits	3
課程目標	授課內容包含Java的類別與物件、繼承與抽象類別、多型、字串與字元、繪圖與Java 2D、基本GUI元件、進階GUI元件、例外處理、檔案與串流及多重執行緒	Objectives	The course contains many topics, such as the classes and objects of Java, inheritance and abstract classes, polymorphism, string and character, Java drawing and Java 2D, the GUI components, the exception handling, files and streams and multi-threads.
教材	Elliot B. Koffman and Ursula Wolz, Problem Solving with Java, 2nd Edition, Addison Wesley, 2002.	Teaching Materials	
成績評量方式	Class Participation: 10%. Homework: 35%. Midterm Exam: 25%. Final Exam: 30%.	Grading	Class Participation: 10%. Homework: 35%. Midterm Exam: 25%. Final Exam: 30%.
教師網頁	http://dns.csie.ncue.edu.tw/~jlu/		
教學內容	本課程延續程式設計一的內容，將更進一步說明物件導向程式設計的三大原則：封裝，繼承，以及多型。並介紹例外處理，檔案處理，以及基本的使用者圖形介面的設計。	Syllabus	This course continues Introduction to Programming (I) and will further discuss three major principles of object-oriented programming: encapsulation, inheritance, and polymorphism. Also, topics such as exception handling, file processing, and GUI design will be addressed in the class.

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