朝陽科技大學 094學年度第1學期教學大綱
Java Programming and Application Java程式設計與應用

當期課號	2422	**Course Number**	2422
授課教師	黃惠俞	**Instructor**	HUANG,HUI YU
中文課名	Java程式設計與應用	**Course Name**	Java Programming and Application
開課單位	資訊工程系(四日)二A	**Department**	
修習別	選修	**Required/Elective**	Elective
學分數	3	**Credits**	3
課程目標	這門課主要是透過Java語言來介紹物件導向程式設計。 學生可以學習基本的Java程式的建構，物件導向的觀念，圖形，事件驅動的程式。學生還可以實作JAVA的應用程式與Applet等應用。學完這門課程學生應該要會以下的事項： - 知道Java與其他語言的差異與優點，還有JAVA在網際網路的應用。 - 能夠熟悉JAVA語言的建構，包含有IF, Loop, Methods, 與Arrays等 - 能夠寫出類別與物件的程式並使用類別的繼承。	**Objectives**	The central theme of the course is to introduce object- oriented programming using Java. Students will learn the basics of Java language constructs, object- oriented programming, graphics, event- driven programming. Gain practical experience of creating and modifying Java applications and applets, and embedding Java applets in HTML files. Upon completing the course, students will able to - Know the advantages of Java over other programming languages and the significance of Java to the Internet. - Become familiar with Java language constructs including decision statements, loop statements, methods, and arrays. - Program with classes and objects and use class inheritance.
教材	Undecided !!	**Teaching Materials**	
成績評量方式	1. Class attendance: 5% 2. HW assignments: 35% 3. Midterm testing: 30% 4. Final project and demo result: 30%	**Grading**	1. Class attendance: 5% 2. HW assignments: 35% 3. Midterm testing: 30% 4. Final project and demo result: 30%
教師網頁	http://www.cyut.edu.tw/~hyhuang/index.asp		
教學內容	1. Fundamentals of programming .Introduction to Java .Objects and primitive data .Program statements .Method .Array 2. Object-oriented programming .Classes and objects .Strings 3. Inheritance 4. I/O streams 5. Graphical user interfaces (GUI) programming	**Syllabus**	1. Fundamentals of programming .Introduction to Java .Objects and primitive data .Program statements .Method .Array 2. Object-oriented programming .Classes and objects .Strings 3. Inheritance 4. I/O streams 5. Graphical user interfaces (GUI) programming

尊重智慧財產權，請勿非法影印。