

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	3772	Course Number	3772
授課教師	謝富雄	Instructor	HSIEH,FU SHIUNG
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(四進)二A	Department	
修習別	選修	Required/Elective	Elective
學分數	3	Credits	3
課程目標	<p>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。</p>	Objectives	<p>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.</p>
教材	<p>(1)教材：Java 2 JDK 5.0教學手冊 作者：洪維恩 出版商：博碩文化 (2)參考書:Introduction to Java Programming, Comprehensive (5th Edition) 作者： Y. Daniel Liang 出版商： Prentice Hall (3)參考網站:http:// java.sun.com</p>	Teaching Materials	
成績評量方式	Midterm:30%, Final:30%, Homework:30%, Others:10%	Grading	Midterm:30%, Final:30%, Homework:30%, Others:10%
教師網頁	-		
教學內容	<ol style="list-style-type: none"> 1. Introduction to Java 2. Primitive Data Types and Operations 3. Control Statements 4. Methods 5. Arrays 6. Objects and Classes 7. Strings 8. Class Inheritance and Interfaces 9. GUI programming 10. Event Handling 11. Applet 12.Exception Handling 13. Multithreading 14. Packages 	Syllabus	<ol style="list-style-type: none"> 1. Introduction to Java 2. Primitive Data Types and Operations 3. Control Statements 4. Methods 5. Arrays 6. Objects and Classes 7. Strings 8. Class Inheritance and Interfaces 9. GUI programming 10. Event Handling 11. Applet 12.Exception Handling 13. Multithreading 14. Packages

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