

朝陽科技大學 098學年度第1學期教學大綱  
Object-Oriented Programming 物件導向程式設計

|        |   |                    |   |
|--------|---|--------------------|---|
| 當期課號   | 2916  | Course Number      | 2916  |
| 授課教師   | 張兆村   | Instructor         | Chang,Chao Tsun   |
| 中文課名   | 物件導向程式設計  | Course Name        | Object-Oriented Programming   |
| 開課單位   | 資訊與通訊系(四日)二A  | Department         |   |
| 修習別    | 選修  | Required/Elective  | Elective  |
| 學分數    | 3   | Credits            | 3   |
| 課程目標   | 本課程的目的為探討及研究一個設計良好的資訊系統具備的要素及其設計理念，並介紹物件導向分析、設計及設計樣式等技術   | Objectives         | The goal of this course is first to explore and study what a well-developed information system is and how to build it. And then the object-oriented analysis and design, design pattern techniques are discussed.   |
| 教材     | Part I: 物件導向技術與Java程式設計(課程講義)，參考書籍(如Java2程式語言，旗標，FS720)<br>Part II: 3G手機J2ME程式設計(課程講義)，參考書籍(如Java Phone-J2ME MIDP 行動通訊程式設計，金禾，R205)   | Teaching Materials | Part I: Object-oriented technology and Java programming(Course handout)，Reference books (ex. Java2 Programming Language，Flag，FS720)<br>Part II: J2ME MIDP programming for 3G mobile phones (Course handout)，Reference books (ex. Java Phone-J2ME MIDP programming，Key Hold，R205)  |
| 成績評量方式 | 期中考30%<br>期末專題及報告30%<br>小考及出席成績 40%   | Grading            | Midterm Exam. 30%<br>Final Project and Report 30%<br>Quiz/Attendance 40%  |
| 教師網頁   | <a href="http://www.mis.hit.edu.tw/detail.asp?sn=81">http://www.mis.hit.edu.tw/detail.asp?sn=81</a>   |                    |   |
| 教學內容   | Part I:<br>1.物件導向技術簡介<br>2.Java程式語言的特徵<br>3.流程控制及陣列結構<br>4.程式設計練習<br>5.物件導向程式設計<br>6.繼承, 套件及例外控制<br>Part II:<br>1.MIDlet運作框架及事件<br>2.控制元件, Screen and display類別<br>4.繪圖(Canvas, Graphics)及多媒體程式設計<br>5.遊戲專題 | Syllabus           | Part I:<br>1.Introduction of Object-oriented technology<br>2.The features of Java programming language<br>3.Flow control and Array<br>4.Programming exercises<br>5.OO programming<br>6.Inheritance, Package and Exception handling<br>Part II:<br>1.MIDlet framework and events<br>2.Control objects, Screen and display classes<br>3.Canvas and multi-medium programming<br>4.Game project |

尊重智慧財產權，請勿非法影印。