ISOM3320 Internet Applications Development (Spring 2022)

	Lecturer	TA
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	(Email subject: **[ISOM3320]...**)	
Telephone	2358-8142	2358-7638
Office hours	By appointment	By appointment
Textbook	Introduction to Java Programming and Data Structures (12/e)	
Course web	https://canvas.ust.hk/	

Please visit Canvas regularly for the updates in the course.

Time and Venue

L1	Wednesday and Friday: 1:30pm to 2:50pm	LSK1010
LA1	Thursday: 10:00am to 11:50am	LSKG021

Overview

This course covers development of applications (programs) through Java programming language. Java is an extensively deployed programming language with market dominance. Major topics of this course include object-oriented development approaches, GUI building blocks, exception handling, and so on. Students will learn how to apply Java programming and develop applications so as to address practical needs.

Course Objectives

In this course, students will learn the fundamentals of computer programming including variables, flow control, methods and arrays. This course has a strong emphasis on object-oriented development approaches. By attending this course, students will learn how to develop applications with general programming techniques and object-oriented development approaches. Specifically,

- They will learn how to utilize general programming techniques.
- They will learn how to define classes and create objects.
- They will learn how to build up GUI with functionalities.

Topics such as multimedia and exceptions handling will be covered.

Intended Learning Outcomes

- Acquire general programming knowledge with Java.
- Describe the flows of given programs.
- Predict the output of given programs.
- Apply programming techniques to solve practical problems.
- Write programs with object-oriented development approaches.

Evaluations

Class submissions	20%
Individual assignments	40%
Group project	40%

Note. The evaluation components and class schedule are subject to change under special circumstances. Possible changes include, but are not limited to, replacing evaluation components with alternatives, and changing the weighting of evaluation components.

Class Schedule (Tentative)

Week	Lecture (Wednesday and Friday)	Lab (Thursday)
General Programming		
1	Sep 7, 9: Introduction and Fundamentals	Sep 1: No Lab
		Sep 8: Java Basics
2	Sep 14, 16: Selections and Loops	Sep 15: Flow Controls
3	Sep 21, 23: Methods	Sep 22: Methods
4	Sep 28, 30: Arrays	Sep 29: Arrays
Object-Oriented Programming		
5	Oct 5, 7: Objects and Classes	Oct 6: Objects and Classes (1)
6	Oct 12, 14: OOP Concepts	Oct 13: Objects and Classes (2)
7	Oct 19, 21: Abstract Classes and Interfaces	Oct 20: Objects and Classes (3)
8	Oct 26, 28: Exceptions Handling	Oct 27: Exceptions Handling
Developing Applications Using Java		
9	Nov 2, 4: GUI	Nov 3: Progress Demonstration
10	Nov 9, 11: Event Handling	Nov 10: GUI and Event Handling
11	Nov 16, 18: GUI Controls	Nov 17: Graphics, Image and Sound
12	Nov 23, 25: Multi-Threading	Nov 24: Project Consultation
13	Project Design Demo	

Schedule is tentative and subject to change. Please check the course website regularly for the updated schedule.

Grade appeal
Any appeal to score/grade has to be filed through email to both Dr. Cheung and the TA. No appeal to a particular score/grade shall be allowed 72 hours after its score/grade release day.

Academic honesty
Written work that you hand in is assumed to be original unless your source material is documented appropriately. Using the ideas or words of another person, even a peer, or a web site, as if it were your own, is plagiarism. Cheating and plagiarism are serious academic offenses. Students should read the section on cheating and plagiarism in the HKUST catalog.

Furthermore, students should be aware that faculty members have a range of academic actions available to them in cases of cheating and plagiarism from arranging a conference, to failing a student on that particular work, to failing a student in a course, to taking disciplinary actions.

For more information, please refer to: http://ugadmin.ust.hk/integrity/student-1.html

Commented [MYMC1]: Tentative.

Can be changed.