CIS 4660 Applications Development using JAVA

Spring 2010

Instructor: Dr. Sam Ramanujan
Office Hours: T,R 11:00 – 1:00, W 10:00-11:00 (CSC) and by appointment
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Graduate Assistant: TBA (for non subject issues like grade error etc.)
GA Office Hours: TBA

Course Description
Major emphasis will be in developing GUI based applications for business problems. The applications will be developed in a distributed environment consisting of Windows Clients and Windows servers. JAVA will be used for developing business applications.

Required Text
Big Java – Cay Horstmann

Supplementary Book
Core Servlets and JavaServer Pages – Marty Hall, Sun Publications.

Course Objectives
After taking this course, the student should be able to:

• Build simple JAVA applications according to the Event delegation model.
• Write fluent JAVA code for creating classes
• Design and construct effective graphic user interfaces for application software
• Use Java Beans, JDBC, RMI and CORBA to build complex business applications
• Build applications using Servlets, JSF and JSP’s

Course Outcomes

• Understand the syntax and concepts of JAVA
• Write OO JAVA programs for processing data
• Write JAVA programs to interface with windows.
• Write JAVA programs that use data from flat files and databases.
• Write JAVA programs that form the GUI front-end for database applications.
• Write applications using distributed objects and JDBC.
• Write programs that work from an application server to serve the HTML clients.

Course Assessment
• Exam-1 - 30% [Obj 1-3] (TBD)
• Exam-2 – 25% [Obj 4-6 JDBC and RMI] (TBD)
• Final Exam – 25% [Obj 1-7] [ TBD]
• Presentation [10%]– Bleeding edge in JAVA
• Project – 10%

Course Requirements
(1) You are responsible for reading each chapter and preparing assignments from the text along with the assignments given by the instructor. All assignments are due on the date specified by the instructor. All writing assignments must be typed unless otherwise specified by the instructor. The computer lab is available for word processing, and programming.

Attendance
You are expected to attend class on a regular basis and participate in class discussions. All work and notes missed during a class absence are your responsibility. Tardiness will not be tolerated and will result in a recorded absence. Each individual is expected to make whatever arrangements are necessary to arrive in class on time. A student’s grade will be dropped one letter for each 3 absences. If you decide to discontinue attending, then drop the course. If the course is not dropped, a course grade will be assigned based upon the number of points obtained.

Honesty
University policy deals severely with students caught cheating, copying papers or programs, or participating in dishonest behavior. It is acceptable to discuss conceptual aspects of the projects with other people; however, do not key your assignment from someone else’s work, do not allow someone to key your assignment, do not allow anyone to dictate keystrokes to you, and do not copy another person’s project files onto your diskette. All written work is to be unique to you. No reference material may be used during an examination unless provided by the instructor.

All instances of dishonesty will be reported to the Vice President for Student Affairs. For more information see page 23 of the University Calendar/Handbook.

Tentative Schedule of Topics
• Inheritance
• Exception Handling
• Input/Output
• Network Programming
• Multiple Threads of Execution
• Java Database Connectivity
• Remote Method Invocation
• Servlets
• JSP’s
• JSF

Scores - 1 good, 2 fair, 3 poor
O1 - Understand the syntax and basic OO concepts in JAVA
Exam – 0
O2 - Advanced OO concepts such as Inheritance, Inner Classes
O3 - Exception Handling
O4 - Write OO JAVA programs for processing data from Flat files
Exam – 1
O5 - Write OO JAVA programs for processing data using GUI
O6 - Write OO JAVA programs for processing data from databases
Exam - 2
O7 - Create distributed applications using Servlets and JSP
Final Exam (TBD)