

INTRODUCTION TO JAVA PROGRAMMING
GRADES 9-12

(1 Semester – Prerequisite: None, Introduction to Programming/Visual Basic recommended)

COURSE OVERVIEW:

Introduction to Java Programming is an introductory programming course for students wanting to investigate another structured programming language. This course presents the Java language, syntax, and elementary problem solving using the computer.

UNITS OF INSTRUCTION:

- UNIT I - Introduction to Computers and Programming Languages
- UNIT II - Introduction to Java Language
- UNIT III - Basic Java Syntax and Terminal I/O
- UNIT IV - Control Statements, Conditional Statements, and Loops
- UNIT V - Introduction to HTML and Applets
- UNIT VI - Defining Classes
- UNIT VII - Nested Loops and Control Statements
- UNIT VIII - GUI Programs and Applets
- UNIT IX - Arrays

COURSE OUTCOMES:

1. Develop skills in analyzing and solving problems.
2. Become proficient in designing, coding, debugging, and documenting programs to solve problems using good programming style.

UNIQUE/SPECIAL STUDENT RESPONSIBILITIES FOR THIS COURSE:

1. Students will be expected to spend a minimum of two hours per week alone on a computer.
2. Students will write a minimum of 15 programs of varying lengths and levels of complexity.

ADOPTED TEXT OR PRINCIPAL MATERIALS USED:

Lambert, et al. *Fundamentals of Java, 2nd Edition*. Thomson Publishing, 2003. (adopted 2003)

(03/24/04)

(06/28/99)

(05/08/95)