

Master Syllabus

CIS 2212 - Java Software Development I

Division: Business and Public Services

Department: Computer Information Systems

Credit Hour Total: 3.0

Lecture Hrs: 3.0

Prerequisite(s): CIS 1111

Date Revised: February 2014

Course Description:

Introduction to Java software development. Topics include object orientation, Java syntax, data types, logic structures of sequence, selection and iteration, processing calculations, files, methods, classes and objects, graphical user interface (GUI) applications, arrays and the ArrayList class, problem analysis and Java software solution design, coding and testing.

General Education Outcomes:

- Critical Thinking/Problem Solving

Course Outcomes:

Java Syntax and Coding Conventions

Create classes using Java syntax, instructions, and coding conventions.

Assessment Method: Locally developed exams

Performance Criteria: 70% or higher on a standard rubric

Assessment Method: Simulations

Performance Criteria: 70% or higher on a standard rubric

Logic Structures, Data Types, and Processing Calculations

Develop Java software solutions that use appropriate logic structures, data types, and processing calculations.

Assessment Method: Locally developed exams

Performance Criteria: 70% or higher on a standard rubric

Assessment Method: Simulations

Performance Criteria: 70% or higher on a standard rubric

Problem Analysis, Solution Design, Coding and Testing

Analyze problem assignments and design, code and test Java software solutions at a beginning level.

Assessment Method: Locally developed exams

Performance Criteria: 70% or higher on a standard rubric

Assessment Method: Simulations

Performance Criteria: 70% or higher on a standard rubric

Outline:

Object-Orientation
Java Syntax
Data Types
Logic Structures of Sequence, Selection and Iteration
Processing Calculations
Files
Methods
Classes and Objects
Graphical User Interface (GUI) Applications
Arrays and the ArrayList Class
Text Processing
Wrapper Classes
Problem Analysis
Java Software Solution Design, Coding and Testing