

## ISOM3320 Internet Applications Development (Spring 2020)

	Lecturer	Tutor
Name	Muller Y.M. Cheung	Samuel S.Y. Lai
Office	LSK5045	LSK4065
Email	<a href="mailto:mcheung@ust.hk">mcheung@ust.hk</a>	<a href="mailto:imsamuel@ust.hk">imsamuel@ust.hk</a>
	(Email subject: <b>[ISOM3320]</b> ...)	
Telephone	2358-8142	2358-7638
Textbook	Introduction to Java Programming and Data Structures (11/e)	
Course web	<a href="https://canvas.ust.hk/">https://canvas.ust.hk/</a>	

Please visit Canvas regularly for the updates in the course.

### Time and Venue

L1:	<b>Mon, Wed</b>	12:00pm to 1:20pm	<b>LSK 1007</b>
LA1:	<b>Mon</b>	9:00am to 9:50am	<b>LSK G005</b>

### 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, networking and database connectivity 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.
- They will learn how to establish and manage networking and database connectivity.

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.

### Grading Scheme **[subject to change depending on situation with Covid-19]**

Lab submissions	10%
<b>Three individual assignments</b>	<b>40%</b>
<b>Quiz</b>	<b>20%</b>
Group project	30%

Note. The course performance evaluations are subject to change depending on situation with Covid-19 outbreak. Possible changes include, but are not limited to replacing exams with other evaluation components and changing the weighting of evaluation components.

## Class Schedule (Tentative)

Week	Lecture (Monday, Wednesday)	Lab (Monday)
General Programming		
1	19 Feb: Introduction, Data and Variables	17 Feb: No Lab
2	24, 26 Feb: Selections and Flow Controls	24 Feb: Java Basics
3	2, 4 Mar: Methods	2 Mar: Flow Controls
4	9, 11 Mar: Arrays	9 Mar: Methods
Object-Oriented Programming		
5	16, 18 Mar: Objects and Classes (1)	16 Mar: Arrays
6	23, 25 Mar: Objects and Classes (2)	23 Mar: Objects and Classes (1)
7	30 Mar: Quiz 1 (Cancelled) 30 Mar, 1 Apr: Objects and Classes (3)	30 Mar: No Lab
8	6, 8 Apr: Abstract Classes and Interfaces	6 Apr: Objects and Classes (2)
Developing Applications Using Java		
9	13 Apr: Public Holiday 15 Apr: GUI and Event Handling	13 Apr: Public Holiday
10	20, 22 Apr: GUI Controls and Multimedia	20 Apr: Objects and Classes (3)
11	27, 29 Apr Exceptions Handling	27 Apr: GUI and Event Handling
12	4, 6 May: Multi-Threading	4 May: Graphics, Image and Sound
13	11 May: Quiz 2 13 May: Project Design Demo	11 May: No Lab (Preparation for Quiz 2)
	Project Work Submission (12noon, 22-May)	

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

## Arrangements and Regulations

Students are required to attend the **quizzes** scheduled by the course instructor. If you anticipate that you are not able to attend the **quizzes**, you should resolve it before the add-drop period (e.g., consider taking another course).

If a student is unable to attend a scheduled quiz because of illness or other circumstances beyond the student's control, the student may request for a make-up quiz and seek approval from the course instructor, within one week from the missed quiz. **Appropriate supporting document is required.**

**Note.** The format of the make-up quiz could be different from that of the scheduled quiz. The make-up quiz is given on a take-it-or-leave-it basis. No further arrangement will be provided if the student fails to attend the make-up quiz.

## Grade appeal

Any appeal to score/grade has to be filed through email to both Dr. Cheung and the tutor (Samuel). 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 referring the case to judicial affairs.