Course Title: Advanced Programming
Course code: 750412
Course Level: 4
Course prerequisite(s) and/or corequisite(s): 761211
Lecture Time: Credit hours: 3

Course Description:
This module exposes students to the depth and breadth of modern programming practice, with the goal of making students better programmers. It is, however, an advanced level module in which some advanced programming concepts are taught.

Course Objectives:
This module aims to introduce the students to some concepts of advanced programming and practice on reusing components. It focuses on Graphical User Interface (GUI), multithreading, networking, and database manipulation. A selected programming language is used such as Java. By completing this module, the students should be able to write sophisticated Java applications.

Course Components
Textbooks:
Title: Core Java 2 Volume 1-Fundamental
Authors: Cay Horstmann and Gary Cornell
Publisher: Sun Microsystems Press a Prentice Hall Title, 2001

In addition to the above, the students will be provided with handouts by the lecturer.

Teaching Methods:
Duration: 16 weeks, 64 hours in total
Lectures: 34 hours, 2 per week (including two 1-hour midterm exams)
Tutorials: 14 hours, (1 hour per 2 weeks)
Laboratories: 16 hour (1 per week)
Homework: 3 assignments and one project

Learning Outcomes:
- **Knowledge and understanding**
  - Understand some advanced programming concepts
  - Deal with complex data objects as whole entities, rather than by twiddling with their elements
- **Cognitive skills (thinking and analysis).**
  - Define the problem and write large programs
  - Analyse a problem and determine what problem elements to represent as functions or objects
- **Communication skills (personal and academic).**
  - Write the simplest possible program that solves a given problem while explaining to the reader how it solves that problem
- **Practical and subject specific skills (Transferable Skills).**
  - Effectively use parameterization and inheritance to promote reuse
  - Develop programs with networking and multithreading
  - Compose more complex programs from simpler parts
  - Write programs that implement GUIs

Assessment Instruments

<table>
<thead>
<tr>
<th>Assessment Instruments</th>
<th>Mark</th>
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<tbody>
<tr>
<td>First examination</td>
<td>15%</td>
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<tr>
<td>Second examination</td>
<td>15%</td>
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<tr>
<td>Final Exam (written unseen exam)</td>
<td>50%</td>
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<tr>
<td>Reports, Quizzes, Home works, Projects</td>
<td>20%</td>
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<tr>
<td>Total</td>
<td>100%</td>
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* Make-up exams will be offered for valid reasons only with consent of the Dean. Make-up exams may be different from regular exams in content and format.

Practical Submissions
The assignments that have work to be assessed will be given to the students in separate documents including the due date and appropriate reading material.

Documentation and Academic Honesty
Submit your home work covered with a sheet containing your name, number, course title and number, and type and number of the home work (e.g. tutorial, assignment, and project).
Any completed homework must be handed in to my office (room IT 332) by 15:00 on the due date. After the deadline “zero” will be awarded. You must keep a duplicate copy of your work because it may be needed while the original is being marked.
You should hand in with your assignments:
1- A printed listing of your test programs (if any).
2- A brief report to explain your findings.
3- Your solution of questions.

For the research report, you are required to write a report similar to a research paper. It should include:
- Abstract: It describes the main synopsis of your paper.
- **Introduction**: It provides background information necessary to understand the research and getting readers interested in your subject. The introduction is where you put your problem in context and is likely where the bulk of your sources will appear.

- **Methods (Algorithms and Implementation)**: Describe your methods here. Summarize the algorithms generally, highlight features relevant to your project, and refer readers to your references for further details.

- **Results and Discussion (Benchmarking and Analysis)**: This section is the most important part of your paper. It is here that you demonstrate the work you have accomplished on this project and explain its significance. The quality of your analysis will impact your final grade more than any other component on the paper. You should therefore plan to spend the bulk of your project time not just gathering data, but determining what it ultimately means and deciding how best to showcase these findings.

- **Conclusion**: The conclusion should give your reader the points to “take home” from your paper. It should state clearly what your results demonstrate about the problem you were tackling in the paper. It should also generalize your findings, putting them into a useful context that can be built upon. All generalizations should be supported by your data, however; the discussion should prove these points, so that when the reader gets to the conclusion, the statements are logical and seem self-evident.

- **Bibliography**: Refer to any reference that you used in your assignment. Citations in the body of the paper should refer to a bibliography at the end of the paper.

**Protection by Copyright**

1. Coursework, laboratory exercises, reports, and essays submitted for assessment must be your own work, unless in the case of group projects a joint effort is expected and is indicated as such.
2. Use of quotations or data from the work of others is entirely acceptable, and is often very valuable provided that the source of the quotation or data is given. Failure to provide a source or put quotation marks around material that is taken from elsewhere gives the appearance that the comments are ostensibly your own. When quoting word-for-word from the work of another person quotation marks or indenting (setting the quotation in from the margin) must be used and the source of the quoted material must be acknowledged.
3. Sources of quotations used should be listed in full in a bibliography at the end of your piece of work.

**Avoiding Plagiarism**

1. Unacknowledged direct copying from the work of another person, or the close paraphrasing of somebody else's work, is called plagiarism and is a serious offence, equated with cheating in examinations. This applies to copying both from other students' work and from published sources such as books, reports or journal articles.
2. Paraphrasing, when the original statement is still identifiable and has no acknowledgement, is plagiarism. A close paraphrase of another person's work must have an acknowledgement to the source. It is not acceptable for you to put together unacknowledged passages from the same or from different sources linking these together with a few words or sentences of your own and changing a few words from the original text: this is regarded as over-dependence on other sources, which is a form of plagiarism.
3. Direct quotations from an earlier piece of your own work, if not attributed, suggest that your work is original, when in fact it is not. The direct copying of one's own writings qualifies as plagiarism if the fact that the work has been or is to be presented elsewhere is not acknowledged.
4. Plagiarism is a serious offence and will always result in imposition of a penalty. In deciding upon the penalty the Department will take into account factors such as the year of study, the extent and proportion of the work that has been plagiarized, and the apparent intent of the student. The penalties that can be imposed range from a minimum of a zero mark for the work (without allowing resubmission) through caution to disciplinary measures (such as suspension or expulsion).
## Course/Module Academic Calendar

<table>
<thead>
<tr>
<th>Week</th>
<th>Basic and support material to be covered</th>
<th>Homework/reports and their due dates</th>
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<tbody>
<tr>
<td>(1)</td>
<td>Introduction to Java</td>
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<td>(2)</td>
<td>Java Applets; the Java Development Kit (JDK) (in Lab); <strong>Tutorial 1</strong></td>
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<td>(3)</td>
<td>Exception Handling, <strong>Tutorial 2</strong></td>
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<td>(4)</td>
<td>Graphical User Interface (GUI), <strong>Tutorial 3</strong></td>
<td>Assignment 1 Due Date: 6th week</td>
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<td>(5)</td>
<td>Graphical User Interface (GUI), <strong>Tutorial 4</strong></td>
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<td>(6)</td>
<td>Multithreading; <strong>Tutorial 5</strong></td>
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<td>(7)</td>
<td>First Exam</td>
<td>Assignment 2 Due Date: 9th week</td>
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<td>(8)</td>
<td>Multithreading, <strong>Tutorial 6</strong></td>
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<td>(9)</td>
<td>Java Network Programming: Protocols, IP, TCP, URL; Java.net Package, <strong>Tutorial 7</strong></td>
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<td>(10)</td>
<td>URL class, URL Connection class; <strong>Tutorial 8</strong></td>
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<td>(11)</td>
<td>InetAddress class, Socket class <strong>Tutorial 9</strong></td>
<td>Assignment 3 Due Date:</td>
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<td>(12)</td>
<td>Client Server Programming; <strong>Tutorial 10</strong></td>
<td>Project Due Date:</td>
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<td>(13)</td>
<td>Client Server Programming; <strong>Tutorial 11</strong></td>
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<td>(14)</td>
<td>Remote method invocation (Java.rmi package), <strong>Tutorial 12</strong></td>
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<td>(15)</td>
<td>database manipulation in Java., <strong>Tutorial 13</strong></td>
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<td>(16)</td>
<td>Final Examination</td>
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<td></td>
<td>Revision and project representation</td>
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### Expected workload:
On average students need to spend 2 hours of study and preparation for each 50-minute lecture/tutorial.

### Attendance policy:
Absence from lectures and/or tutorials shall not exceed 15%. Students who exceed the 15% limit without a medical or emergency excuse acceptable to and approved by the Dean of the relevant college/faculty shall not be allowed to take the final examination and shall receive a mark of zero for the course. If the excuse is approved by the Dean, the student shall be considered to have withdrawn from the course.

### Module References
*Students will be expected to give the same attention to these references as given to the Module textbook(s)*