SYLLABUS

2023-2024

Advanced Programming Techniques

1. Information on academic programme

1.1. University	"1 Decembrie 1918" of Alba Iulia
1.2. Faculty	Faculty of Informatics and Engineering
1.3. Department	Informatics, Mathematics and Electronics
1.4. Area	Computer Science
1.5. Level	undergraduate
1.6. Specialization	Computer Science

2. Information of Course Matter

2. Information of Co	CAL DO IV.	lutter							
2.1. Course		Advanced Prog	ramming Tec	hniques	2.2.	Code		CSE 21:	3
2.3. Course Leader			Kadar Man	uella					
2.4. Seminar Tutor			Domsa Ovi	diu					
2.5. Academic Year	II	2.6. Semester	II	2.7. Type of Evaluation	L	E	2.8. Type of compuls		C
				(E – final exam CE - colloquy examination /	n/		optional, F -	. <u>.</u>	
				CA -continuous assessment)	S				

3. Course Structure (Weekly number of hours)

3.1. Weekly number of	4	3.2. course	2	3.3. seminar, laboratory	2
hours					
3.4. Total number of	56	3.5. course	28	3.6. seminar, laboratory	28
hours in the curriculum					
Allocation of time:					Hours
Individual study of readers					30
Documentation (library)					25
Home assignments, Essays	s, Portfolios				10
Tutorials					-
Assessment (examinations)				4	
Other activities					-

3.7 Total number of hours for individual study	69
3.8 Total number of hours in the curriculum	56
3.9 Total number of hours per semester	125
3.10 umber of ECTS	5

4. Prerequisites (where applicable)

4.1. curriculum-based	Object-oriented programming
4.2. competence-based	C1. Programming in high-level languages
	C1.1 The appropriate description of programming paradigms and of specific language mechanisms, as well as the identification of differences between semantic and syntactic aspects.

C1.2 The explaining of existing software applications using different abstraction layers (architecture, packages, classes, methods), correctly using base knowledge.
C1.3 The development of correct source codes and the testing of various components in a known programming language, given a set of design specifications.

5. Requisites (*where applicable*)

5.1. course-related	Room equipped with video projector / boar
5.2. seminar/laboratory-based	Laboratory – computers, Software: JDK 6.0, Netbeans 7.0, Internet access.

6. Specific competences to be aquired (chosen by the course leader from the programme general competences grid)

Professional competences	C1. Programming in high-level languages
	C1.1 The appropriate description of programming paradigms and of specific language mechanisms, as well as the identification of differences between semantic and syntactic aspects.
	C1.2 The explaining of existing software applications using different abstraction layers (architecture, packages, classes, methods), correctly using base knowledge. C1.3 The development of correct source codes and the testing of various components in a known programming language, given a set of design specifications. C2. Development and maintenance of computer applications
	C2.1 The identification of appropriate methodologies for software systems development.
	C2.2 The identification and explanation of appropriate mechanisms for software systems specification.
	C2.3 The use of methodologies, specification mechanisms and development environments for the development of computer applications.
Transversal competences	

7. Course objectives (as per the programme specific competences grid)

7.1 General objectives of the	Advanced programming in Java covers programming for both single system software
course	distribution and across networks/devices. The course provides in depth coverage of
	object serialization, Java Beans, Servlets, Java Server pages JSP, Java Server Faces JSF,
	networking, remote objects (RMI), and distributed computing through Jini. The course
	offers many examples and applications that will be implemented within labs.
7.2 Specific objectives of the	Students will understand the advanced topics in Java programming, they will be in a
course	position to do commercial Java development both for single services and for distributed
	processes across multiple devices.

8. Course contents

8.1 Course (learning units)	Teaching methods	Remarks
1. Introduction to advanced programming techniques.	Lecture, conversation,	2h
Divide et Impera programming technique. Dynamic	exemplification	
programming technique. Branch and Bound technique.		
Greedy technique. Backtracking technique.		
2. Advanced programming techniques. Sorting algorithms.	Lecture, conversation,	2h
Multiple execution threads. Input-output streams.	exemplification	
Serializing data.		

3. Introduction to Java programming language. History and characteristics of Java programming language. Portability and security of Java programmes execution. Java data types.	Lecture, conversation, exemplification	2h
4. Java versus C++. Java versus .Net. Object-oriented programming. Classes and objects; namespaces and packages. Creating and destroying objects.	Lecture, conversation, exemplification	2h
5. Inheritance and class hierarchy. Abstract classes and interfaces. Exception handling	Lecture, conversation, exemplification	2h
6. Java graphical interface (AWT and Swing). Graphical components: containers and controls. Managing the position of a graphical component	Lecture, conversation, exemplification	2h
7. Java Graphical User Interface (AWT and Swing). Listening and handling events generated by graphical components. Graphical contexts and drawing area (canvas).	Lecture, conversation, exemplification	2h
8. Java Graphical User Interface (AWT and Swing). Dialogs and menus.	Lecture, conversation, exemplification	2h
9. Java and Internet services. WEB programming.	Lecture, conversation, exemplification	2h
10. Web clients: applets. Applet Methods.	Lecture, conversation, exemplification	2h
11. Applet Class Loaders. Applets security issues. Web Server: servlets and JSP pages.	Lecture, conversation, exemplification	2h
12. JavaBeans. Using JavaBeans components in JSP pages.	Lecture, conversation, exemplification	2h
13. Java database connectivity. Database access using JDBC.	Lecture, conversation, exemplification	2h
14. Java database connectivity. Execution of an SQL statement. Result processing. Closing database connections in Java.	Lecture, conversation, exemplification	2h

References:

- 1. ECKEL, Bruce, Thinking in Java, 4th ed., Upper Saddle River, New JerseyUpper Saddle River, New Jersey: Prentice Hall: Pearson Education, 2016, ISBN 0-13-187248-6, 978-0-187248-6.
- 2. Bruce Eckel, *Thinking in Java*, (3rd edition), http://www.bruceeckel.com.
- 3. Marty Hall, *Core Servlets and JavaServer Pages*, http://coreservlets.com
- 4. POPESCU, Nirvana, Data structures and algorithms using Java / Nirvana Popescu, București : Politehnica Press, 2008, ISBN 978-973-7838-62-9.
- 5. HAROLD, Elliotte Rusty, Java Network programming, Sebastopol, CA: O'Reilly, 2005, ISBN 978-0-596-00721-8.
- 6. SCHILDT, Herbert, Java: a beginner's guide, 4th ed., New York: McGraw-Hill, 2007, ISBN 978-0-07-226384-8.
- 7. BELL, Douglas, PARR, Mike, Java for students, Harlow, England: Prentice Hall, 2010, ISBN 978-0-273-73122-1.
- 8. BARNES, David J., Object-oriented programming with Java: an introduction, NEW JERSEY: PRENTICE HALL, 2000.
- 9. DUDNEY, Bill, LEHR, Jonathan, WILLIS, Bill, MATTINGLY, LeRoy Mastering JavaServer Faces, 2004 by Wiley Publishing Inc., Indianapolis, Indiana.
- 10. GEARY, David M. Core JavaServer faces, David Geary, Cay Horstmann.—2nd ed., 2017 Sun Microsystems, Inc., Network Circle, Santa Clara, California.
- 11. IANG, Y. Daniel NetBeans Tutorial For Introduction to Java Programming, 2015.

- 12. BERGSTEN, Hans JavaServer Faces, Published by O'Reilly Media, Inc., 1005 Gravenstein Highway North, Sebastopol, CA.
- 13. *** JDK Documentation, http://java.sun.com.
- 14. http://www.developer.com/java/data/article.php/3417381
- 15. http://www.moreservlets.com/
- 16. http://myfaces.apache.org/
- 17. http://www.java2s.com/
- 18. http://java.sun.com/docs/books/tutorial/getStarted/cupojava/netbeans.html#netbeans
- 19. http://www.netbeans.org/

Seminars-laboratories	Teaching methods	
1. Introduction to Netbeans 7.0 integrated development	Project-work, computer-based	2h
environment. Basics of Java programming language.	activities, laboratory activities	
2. Java basic statements	Project-work, computer-based	2h
	activities, laboratory activities	
3. Java classes and objects. Objects. Constructors. Class	Project-work, computer-based	2h
variables.	activities, laboratory activities	
4. Java classes and objects. Static methods. Inheritance	Project-work, computer-based	2h
	activities, laboratory activities	
5. Method Overriding in Java. Data hiding and encapsulation.	Project-work, computer-based	2h
	activities, laboratory activities	
6. Abstract classes and methods in Java	Project-work, computer-based	2h
	activities, laboratory activities	
7. Java applets. Graphical User Interfaces components.	Project-work, computer-based	2h
	activities, laboratory activities	
8. Events generated by AWT components	Project-work, computer-based	2h
	activities, laboratory activities	
9. Java Swing. JFrame, JApplet, JPanel, Borders	Project-work, computer-based	2h
	activities, laboratory activities	
10. Java Swing. Tabbed Panes, Scrolling Panes, Split Panes	Project-work, computer-based	2h
	activities, laboratory activities	
11. Java Swing. Labels and buttons	Project-work, computer-based	2h
	activities, laboratory activities	
12. JList. JComboBox. JSpinner.	Project-work, computer-based	2h
•	activities, laboratory activities	
13. JTree Text Components. JTable. Menus. JtoolBar	Project-work, computer-based	2h
•	activities, laboratory activities	
14. Individual project presentation based on the knowledge	Project-work, computer-based	2h
acquired during courses and laboratories.	activities, laboratory activities	

References:

- 1. ECKEL, Bruce, Thinking in Java, 4th ed., Upper Saddle River, New Jersey Upper Saddle River, New Jersey : Prentice Hall: Pearson Education, 2016, ISBN 0-13-187248-6, 978-0-187248-6.
- 2. Bruce Eckel, *Thinking in Java*, (3rd edition), http://www.bruceeckel.com.
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- 7. BELL, Douglas, PARR, Mike, Java for students, Harlow, England: Prentice Hall, 2010, ISBN 978-0-273-73122-1.
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- 9. DUDNEY, Bill, LEHR, Jonathan, WILLIS, Bill, MATTINGLY, LeRoy Mastering JavaServer Faces, 2014 by Wiley Publishing Inc., Indianapolis, Indiana.
- 10. GEARY, David M. Core JavaServer faces, David Geary, Cay Horstmann.—2nd ed., 2007 Sun Microsystems, Inc., Network Circle, Santa Clara, California.
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- 13. *** JDK Documentation, http://java.sun.com.
- 14. http://www.developer.com/java/data/article.php/3417381
- 15. http://www.moreservlets.com/
- 16. http://myfaces.apache.org/
- 17. http://www.java2s.com/
- 18. http://java.sun.com/docs/books/tutorial/getStarted/cupojava/netbeans.html#netbeans
- 19. http://www.netbeans.org/

9. Corroboration of course contents with the expectations of the epistemic community's significant representatives, professional associations and employers in the field of the academic programme

The knowledge of Advanced Programming Techniques is increasingly valued in web services, presentation of companies and organizations on the Internet. There are many employment opportunities at local, regional and international level.

10. Assessment

Activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Percentage of final
			grade
10.4 Course	Final evaluation	Written paper	60%
10.5 Seminar/laboratory	Continuous assessment	Laboratory activities	40%
		portfolio	
10.6 Minimum performance	e standard: grade 5 at each crite	erion	
Modeling and solving problem	ems of average complexity, us	ing mathematics and computer	science.

Submission date 15.02.2024	Course leader signature	Seminar tutor signature	
Date of approval by Department members		Department director signature	
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