2018 SI@UCF Java/Java GUI Class Syllabus

Course Description: The course assumes knowledge of basic I/O, variables, if statements and loops in any programming language. A background will be given in these concepts and object-oriented design during the first week of class along with how to create graphical user interfaces in Java using Swing. The focus of the last two weeks of the course will be writing a video game in Java using Swing.

Course Web Page: http://www.cs.ucf.edu/~dmarino/ucf/bhcsi/2018/javagui/

Grading: There are 8 daily homework assignments, each worth 4%. There are 2 tests, each worth 20%. The final project is worth the remainder of the course grade, 28%. This grade will be based on staying on task during the last week, daily check points and the quality of the final product and the style of the code.

Day	Lecture	Recitation	Assignment
6/11	Java Intro	If statement	Dorm Pranks Farmer Kit Lemonade (due 6/12 **noon**)
6/12	Loops in Java	Intro to GUIs in Java	Payments Frisbee Paint #1 (due 6/13 5 pm)
6/13	Nested Loops	Math Class	Prime Time! XYZ (due 6/14 5 pm) Math Class Practice
6/14	User Defined Classes	String Class	High Card Game Book Class (due 6/15 5 pm)
6/15	User Defined Classes	**Test #1**	
6/18	Arrays, ArrayList	Keyboard Input for GUIs	ArrayPrograms Moving Box (due 6/18 5 pm)
6/19	Arrays of Objects	Mouse Input for GUIs	Pong (Due 6/19 5 pm)
6/20	2D arrays	Collisions Reflections	TicTacToe (Due 6/20 5 pm)
6/21	Arrays, Classes in GUIs	Motion in GUIs	Asteroids (Due 6/21 5 pm)
6/22	Inheritance	Sounds in GUIs	Final Project Proposal (Due 6/22 5 pm)
6/25	More Inheritance	Help on Project	Work On Game
6/26	Sample Game Dev	Help on Project	Work On Game
6/27	Sample Game Dev	**Test #2**	Work On Game
6/28	FIEA Field Trip	FIEA Field Trip	Work On Game
6/29	Final Project	Final Project	Turn in final project