

## 2019 SI@UCF Java/Java GUI Class Syllabus

**Course Description:** The course assumes knowledge of basic I/O, variables, if statements and loops in Java. The course covers object-oriented design during the first week of class along with how to create graphical user interfaces in Java using Swing. In addition to focusing on the use of Swing in Java for the purpose of making a video game, the last two weeks will also cover the arrays, ArrayList, Exceptions, File I/O, Interfaces and Inheritance.

**Course Web Page:** <http://www.cs.ucf.edu/~dmarino/ucf/bhcsi/2019/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 (2% each), the final presentation (10%), the quality and style of the code itself (10%).

Day	Lecture	Recitation	Assignment
6/10	Math Class	Random Class	Math Class Practice Random Class Practice (due 6/11 noon)
6/11	String Class	Intro to GUIs in Java	String Assignment Paint Assignment (due 6/12 3 pm)
6/12	User Defined Classes	Keyboard Input GUIs	Whack-A-Mole (due 6/13 2 pm)
6/13	Instance Methods	Motion in GUIs	High Card Game Moving Box (due 6/14 1 pm)
6/14	User Defined Classes	<b>Test #1</b>	Java GUI Design Contest
6/17	Arrays	Mouse Input GUIs	ArrayPrograms Whack-A-Mole Ver 2 (due 6/17 5 pm)
6/18	ArrayList of Objects	Game Design	Pong (due 6/18 5 pm)
6/19	2D arrays	Collisions Reflections	TicTacToe (due 6/19 5 pm)
6/20	Arrays, Classes in GUIs	Motion in GUIs	Final Project Proposal (due 6/20 5 pm)
6/21	Inheritance	Sounds in GUIs	Asteroids (due 6/21 5 pm)
6/24	More Inheritance	Help on Project	Work On Game
6/25	Sample Game Dev	Help on Project	Work On Game
6/26	Sample Game Dev	<b>Test #2</b>	Work On Game
6/27	FIEA Field Trip	FIEA Field Trip	Work On Game
6/28	Final Project	Final Project	Turn in final project