

Advanced Java Programming Introduction

Ohad Barzilay,
Tel-Aviv University
Spring '06

1

Administration

- This course teaches Java as a general purpose Object Oriented programming language
- Knowing Java is *not* a prerequisite of the course
- The course *do* prerequisite:
 - The C programming language (e.g. Software 1 - old format)
 - Software Project or Workshop
 - Operating Systems
 - Preferably last year of studies

Advanced Java Programming
Ohad Barzilay

2

Administration

- You are *not* allowed to take this course if you took "software 1 using Java" (the new format)
- Due to the course demand, VAADAT HORAA will *consider* giving the next year 2 versions of this course:
 - For students in their last year that took "software 1 using C" (the same as this one)
 - With prerequisite of "software 1 using Java" (with more advanced topics)
- The course this semester will be open with 5 places more in the second round of the bidding – I can not approve any additional exceptions

Advanced Java Programming
Ohad Barzilay

3

Other similar course

- OOP with Java
- Software 1 with Java

Advanced Java Programming
Ohad Barzilay

4

Administration

- Course Site: www.cs.tau.ac.il/~ohadbr/advJava
- Email: ohadbr@tau.ac.il
- This semester the course is going to be more demanding than in previous years – so think again about your elective courses...
- Grade:
 - 5 Programming Assignments (individual)
 - 2 phase project (teams of 4-5 students)
 - Final Exam

Advanced Java Programming
Ohad Barzilay

5

Acknowledgement

Many of the lecture slides and examples are based on the course "*Advanced Java Programming*" taught by *Eran Werner*

© All right reserved to the author

Advanced Java Programming
Ohad Barzilay

6

Syllabus

- OOP using java. Objects and Classes, Inheritance, Polymorphism Abstract classes and Interfaces.
- Exception Handling.
- GUI design and component programming.
- IO Streams. Reading from files / URL's.
- Concurrent Programming – Threads and Synchronization.
- Networking – Client Server Model, TCP/UDP.
- Team programming – testing, design, refactoring