

Computer Science 120

Course Outline

Course Content

Introduction to Java
Running Java Programs
Data Types
Working with Variables
Input and Output
Branches
Loops
Object-Oriented Programming
Applets and Animation
Strings
***Arrays**
***OOP-Designing with inheritance**
***Bonus**

GameMaker 8.0 will be used to teach project planning and development process. It is a free program that can be downloaded from YoYo games

Website: <http://nbvhs.nbed.nb.ca>

Student E-mail: exchange.nbss.nbed.nb.ca

Download and install Java at home using these instructions. <http://java.sun.com>

1. Select Java SE from the Downloads menu on the top navigation bar.
2. Click Previous Releases on the Downloads tab.
3. Choose the link for J2SE1.4.2 Downloads.
4. Under the black bar that reads J2SEv1.4.2_16 SDK, choose Download J2SE.
5. Accept the license agreement and then choose Windows Online Installation, Multi-language.
6. Choose Run and accept all the default settings.

Evaluation

Assignments	40%
Tests	20%
Class Mark	10%
Exam	30%