

Syllabus [2025Year 1 Term]

Course Information

Course Title	Java Programming	Credits	3
Course Code	465620-1	Required/Elective (For Undergraduate Courses)	Selective majors
Department or Major	Department of Mobile Systems Engineering	Language	English
Methods of Teaching		Lecture Room	월15,16,17,18,19(국제205)
Time Allotment	Lecture(3) Experiments(0) Trainging & Practice(0) Performance(0) Designing & Planning(0)	Cyber Lectures	
Course Type	offline		
Cyber Lectures Preview			

Lecturer

Lecturer	Name	WOOJIN JEONG	Rank	Adjunct Professor	Final Academic Degree	박사
	Department & college	Department of Mobile Systems Engineering		Office		
	Office Phone Number	—		e-mail	jeong.woojin@dankook.ac.kr	
	Field of Interest					

Course Summary

Course Description	Learn basic concepts of Java, programming syntax, and characteristics of object-oriented languages, and learn how to write and use Java applications. After learning the general syntax of the Java programming language, students will understand the concept of classes and objects, which are characteristic of object-oriented languages, and learn how to use them in Java. Learn about SWING, thread and multitasking, and network programming so that you can apply it to practical projects using Java.
Description Related Courses	Basic understanding of programming is required through C language or Python programming courses. Java is required to complete the mobile programming course.
Course Goals	Understand the lecture contents & concept every week. Understand GUI & network programming in Java to apply the techniques to the practical pro

	jects.
Projected Results	Understand basic java programming language Understand the characteristics of Object oriented programming Understand SWING, thread, multitasking & network programming
Percentage of the original language classes(%)	
Cyber Lectures Preview	

Syllabus

Times	Lecture Topic	Lecture Goals	Lecture Methods	Assignments
1	Introduction to Java	<ul style="list-style-type: none"> - Introduce Syllabus - Overview of Java - Set up development environment (VS Code) - Introduction to the term project 	강의,	
2	Basic of Java	<ul style="list-style-type: none"> - Understand Java structure and syntax - Learn data types and variables - Explore control structures (if-else, switch) and loops (for, while, do-while) - Work with arrays 	강의,	
3	Basic of JAVA	<ul style="list-style-type: none"> - Introduction to Object-Oriented Programming (OOP) - Learn about classes, objects, constructors, and method overloading 	강의,	
4	Intermediate Concepts	<ul style="list-style-type: none"> - Explore inheritance, polymorphism and abstract classes 	강의,	
5	Intermediate Concepts	<ul style="list-style-type: none"> - Deep dive into interfaces - Learn exception handling - Understand the collections framework (List, Set, Map) 	강의,	
6	Intermediate Concepts	<ul style="list-style-type: none"> - Explore File I/O 	강의,	
7	Midterm exam	<ul style="list-style-type: none"> - Evaluate students' understanding of th 	강의,	

Times	Lecture Topic	Lecture Goals	Lecture Methods	Assignments
		e topics covered so far		
8	Advanced Topics	– Introduction to GUI programming with Swing	강의,	
9	Advanced Topics	– Practice GUI programming with Swing	강의,	
10	Advanced Topics	– Learn advanced threading, concurrency, and synchronization	강의,	
11	Advanced Topics	– Explore networking in Java, sockets, and basic client-server architecture	강의,	
12	Trending topic in java	– Recent trending topics in Java	강의,	
13	Project Development	– Individual meetings to discuss project progress	강의,	
14	Project Development	– Finalize the term project	강의,	
15	Final Exam	– Evaluate the overall understanding of course topics	강의,	

Methods of Grading

sequence	Description	Percentage	Details
1	Mid-term Exam	15%	Midterm Exam.
2	Final-exam	20%	Final Exam.
3	Pop Quizzes	0%	
4	Assignments	45%	Assignments & Term project (Planning, Final report)
5	Reports	0%	
6	Presentations & Discussions	0%	
7	Attendance	10%	Attendance
8		0%	
9	Others	10%	Etc
All		100%	

Core of Value

핵심가치	전공역량	역량정의	역량구분	값(%)
혁신 (Discovery)	창의적문제해결 (Creative problem-solving)	주어진 상황과 문제를 창의적으로 해결할 수 있는 능력		0%
혁신 (Discovery)	도전 (Challenging)	전공 지식을 새로운 분야와 융합하고 아우를 수 있는 능력	부역량	0%
혁신 (Discovery)	지식융합 (Knowledge convergence)	새로운 분야를 개척하거나 도전적으로 임할 수 있는 능력		0%
헌신 (Dedication)	세계시민 (Universal value)	세계 공동체 구성원으로 전공자로서 국제적 이슈에 대응할 수 있는 능력		0%
헌신 (Dedication)	상호협력 (Cooperation)	공동의 목적 달성을 위해 타인과 상호협력을 할 수 있는 능력		0%
헌신 (Dedication)	공동체 (Sense of community)	공동체의 구성원으로서 필요한 태도와 윤리의식을 가질 수 있는 능력		0%
능동 (self-Determination)	자기주도 (Self-Managing)	주어진 상황과 문제를 주도적이고 능동적으로 해결할 수 있는 능력		0%
능동 (self-Determination)	지식활용 (Knowledge application)	주어진 상황과 문제에 대해 논리적으로 파악하고 분석할 수 있는 능력	주역량	0%
능동 (self-Determination)	논리적사고 (Logical thinking)	전공관련 지식을 필요에 따라 다양하게 적용하고 활용할 수 있는 능력	부역량	0%
능동 (self-Determination)	의사소통 (Articulation)	대화를 통해 다양한 의견을 조율하고 합의를 이끌어 낼 수 있는 능력		0%

Textbook(s) & References

Description	Title	Author	Publisher
Required Textbook	명품자바프로그래밍	황기태, 김효수	생능출판사

Memo

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