

Informatique

Programmation Java

IDENTIFICATION

CODE : IST-4-JAV
ECTS : 3.0

HORAIRES

Cours : 0.0 h
TD : 20.0 h
TP : 0.0 h
Projet : 0.0 h
Face à face
pédagogique : 20.0 h
Travail personnel : 20.0 h
Total : 40.0 h

ÉVALUATION

- Small exercices between sessions
- Final 1h exam

SUPPORTS PÉDAGOGIQUES

LANGUE D'ENSEIGNEMENT

Anglais

CONTACT

MME BRENON Alice
alice.brenon@insa-lyon.fr

OBJECTIFS RECHERCHÉS PAR CET ENSEIGNEMENT

The aim of the course is to learn java programming. After a brief 2h general introduction, the work is done directly on computers. The course is structured in lectures that span the Java programming language and the virtual machine. The course is illustrated by practical sessions.

Skills

- Programming skills - Understanding Object philosophy as a design tool
- Rapid integration of on-line documentation
- Debugging skills

PROGRAMME

- General presentation of Java and object oriented language
- Object and Classes
- Virtual Machine and running java applications
- Methods and class structure
- Exceptions and Classpath
- Inheritance and Interfaces
- Data Structures with java
- Input/Output
- Multi-threaded applications
- Graphical User-Interfaces
- Applets

BIBLIOGRAPHIE

- [1] Exploring Java 2nd edition, P. Niemeyer et J. Peck, Addison Wesley, 1997
[2] Effective Java, Guy L., Jr. Steele, Joshua Bloch, et Josh Bloch, Addison-Wesley, 2003

PRÉ-REQUIS

Algorithmic principles : assignments, loops, conditions, recursion.
Programming basics in another language.