



COIT20256 Object Oriented Development

Term 2 - 2024

Profile information current as at 29/07/2024 04:06 pm

All details in this unit profile for COIT20256 have been officially approved by CQUniversity and represent a learning partnership between the University and you (our student). The information will not be changed unless absolutely necessary and any change will be clearly indicated by an approved correction included in the profile.

General Information

Overview

In this unit, you will develop the skills to design and develop GUI-based object-oriented applications using a subset of the Java programming language and its libraries. Defensive programming – an integral component of secure programming – will be introduced and practiced. A focus of the unit will be an emphasis on current best practice in Java application development as it applies to processes, environments, design, coding, testing and documentation.

Details

Career Level: *Postgraduate*

Unit Level: *Level 9*

Credit Points: 6

Student Contribution Band: 8

Fraction of Full-Time Student Load: 0.125

Pre-requisites or Co-requisites

Pre-requisite: COIT20245 Introduction to Programming

Important note: Students enrolled in a subsequent unit who failed their pre-requisite unit, should drop the subsequent unit before the census date or within 10 working days of Fail grade notification. Students who do not drop the unit in this timeframe cannot later drop the unit without academic and financial liability. See details in the [Assessment Policy and Procedure \(Higher Education Coursework\)](#).

Offerings For Term 2 - 2024

- Brisbane
- Melbourne
- Online
- Rockhampton
- Sydney

Attendance Requirements

All on-campus students are expected to attend scheduled classes – in some units, these classes are identified as a mandatory (pass/fail) component and attendance is compulsory. International students, on a student visa, must maintain a full time study load and meet both attendance and academic progress requirements in each study period (satisfactory attendance for International students is defined as maintaining at least an 80% attendance record).

Website

[This unit has a website, within the Moodle system, which is available two weeks before the start of term. It is important that you visit your Moodle site throughout the term. Please visit Moodle for more information.](#)

Class and Assessment Overview

Recommended Student Time Commitment

Each 6-credit Postgraduate unit at CQUniversity requires an overall time commitment of an average of 12.5 hours of study per week, making a total of 150 hours for the unit.

Class Timetable

[Regional Campuses](#)

Bundaberg, Cairns, Emerald, Gladstone, Mackay, Rockhampton, Townsville

[Metropolitan Campuses](#)

Adelaide, Brisbane, Melbourne, Perth, Sydney

Assessment Overview

1. **Practical Assessment**

Weighting: 20%

2. **Practical Assessment**

Weighting: 10%

3. **Practical Assessment**

Weighting: 20%

4. **Examination**

Weighting: 50%

Assessment Grading

This is a graded unit: your overall grade will be calculated from the marks or grades for each assessment task, based on the relative weightings shown in the table above. You must obtain an overall mark for the unit of at least 50%, or an overall grade of 'pass' in order to pass the unit. If any 'pass/fail' tasks are shown in the table above they must also be completed successfully ('pass' grade). You must also meet any minimum mark requirements specified for a particular assessment task, as detailed in the 'assessment task' section (note that in some instances, the minimum mark for a task may be greater than 50%). Consult the [University's Grades and Results Policy](#) for more details of interim results and final grades.

CQUniversity Policies

All University policies are available on the [CQUniversity Policy site](#).

You may wish to view these policies:

- Grades and Results Policy
- Assessment Policy and Procedure (Higher Education Coursework)
- Review of Grade Procedure
- Student Academic Integrity Policy and Procedure
- Monitoring Academic Progress (MAP) Policy and Procedure – Domestic Students
- Monitoring Academic Progress (MAP) Policy and Procedure – International Students
- Student Refund and Credit Balance Policy and Procedure
- Student Feedback – Compliments and Complaints Policy and Procedure
- Information and Communications Technology Acceptable Use Policy and Procedure

This list is not an exhaustive list of all University policies. The full list of University policies are available on the [CQUniversity Policy site](#).

Previous Student Feedback

Feedback, Recommendations and Responses

Every unit is reviewed for enhancement each year. At the most recent review, the following staff and student feedback items were identified and recommendations were made.

Feedback from Student evaluations, feedback from the teaching team and informal feedback

Feedback

The unit learning materials are well written and help the student learning.

Recommendation

Continue with the same materials updating resources and instructions as required for new software releases.

Feedback from Student evaluations and informal feedback

Feedback

Assessments are challenging, but also engaging and extremely helpful for learning

Recommendation

Continue with similar assessments that help students to develop practical skills.

Feedback from Self reflection, teaching team and Head of Course

Feedback

It would be useful to introduce students to version control and secure programming practices in this unit

Recommendation

Introduce version control and secure programming guidelines in this unit.

Feedback from Student feedback

Feedback

Some students continue to find this unit challenging and would appreciate additional support.

Recommendation

Investigate options for providing additional support for students.

Unit Learning Outcomes

On successful completion of this unit, you will be able to:

1. Apply procedural concepts (methods, iteration, selection) to the realisation of object behaviour
2. Apply the fundamental practices of defensive programming (encapsulation, testing, input validation), documentation and version control to software development
3. Develop GUI based applications that employ inheritance, interfaces, polymorphism, exceptions, lambdas and sequential file processing
4. Implement standard algorithms such as searching, sorting, and sequential processing for arrays and generic collections of objects
5. Demonstrate command of the subset of the programming language presented in this unit, including its syntax, type system, data representations, scope rules, and libraries.

The Australian Computer Society (ACS), the professional association for Australia's ICT sector, recognises the Skills Framework for the Information Age (SFIA). SFIA is adopted by organisations, governments, and individuals in many countries and provides a widely used and consistent definition of ICT skills. SFIA is increasingly being used when developing job descriptions and role profiles. ACS members can use the tool [MySFIA](#) to build a skills profile.

This unit contributes to the following workplace skills as defined by [SFIA 8](#) (the SFIA code is included):

- Software Design (SWDN)
- System Integration and Build (SINT)
- Programming/Software Development (PROG)
- Data modelling and design (DTAN)
- Database Design (DBDS)
- Testing (TEST)
- User experience analysis (UNAN)
- User experience design (HCEV).

Alignment of Learning Outcomes, Assessment and Graduate Attributes



Alignment of Assessment Tasks to Learning Outcomes

Assessment Tasks	Learning Outcomes				
	1	2	3	4	5
1 - Practical Assessment - 20%	•				
2 - Practical Assessment - 10%	•	•	•	•	
3 - Practical Assessment - 20%		•	•	•	
4 - Examination - 50%					•

Alignment of Graduate Attributes to Learning Outcomes

Graduate Attributes	Learning Outcomes				
	1	2	3	4	5
1 - Knowledge	◦		◦	◦	◦
2 - Communication		◦	◦	◦	◦
3 - Cognitive, technical and creative skills	◦		◦	◦	◦
4 - Research					
5 - Self-management					
6 - Ethical and Professional Responsibility	◦	◦	◦	◦	
7 - Leadership					
8 - Aboriginal and Torres Strait Islander Cultures					

Textbooks and Resources

Textbooks

COIT20256

Prescribed

Java How to Program, Early Objects, Global Edition

11th Edition (2018)

Authors: Paul Deitel and Harvey Deitel

Pearson Education

ISBN: 9780134743356

Binding: Paperback

[View textbooks at the CQUniversity Bookshop](#)

IT Resources

You will need access to the following IT resources:

- CQUniversity Student Email
- Internet
- Unit Website (Moodle)
- JDK 21 (available from <https://www.oracle.com/java/technologies/downloads> or <https://jdk.java.net/21/>)
- JavaFX (downloaded in NetBeans when use JavaFX Maven archetype)
- SceneBuilder 21 (or higher) (available from <https://gluonhq.com/products/scene-builder>, current version 21.0)
- Apache NetBeans IDE 20 (<https://netbeans.apache.org/download/index.html>)

Referencing Style

All submissions for this unit must use the referencing styles below:

- [Harvard \(author-date\)](#)
- [American Psychological Association 7th Edition \(APA 7th edition\)](#)

For further information, see the Assessment Tasks.

Teaching Contacts

Jacqueline Jarvis Unit Coordinator

j.jarvis@cqu.edu.au

Schedule

Week 1 - 08 Jul 2024

Module/Topic	Chapter	Events and Submissions/Topic
Java input/output, Arithmetic Operators, Introduction to String class	1, 2 and online resources.	

Week 2 - 15 Jul 2024

Module/Topic	Chapter	Events and Submissions/Topic
Control Statements and More About Operators	4, 5 and online resources	

Week 3 - 22 Jul 2024

Module/Topic	Chapter	Events and Submissions/Topic
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Classes, Objects, Methods	3, 6 and online resources	Tutorial assessment: Part 1 - due in week 3 tutorial class (Assessment item 2 / Tutorial assessment commences: this work is to be developed and submitted in weekly tutorial classes from week 3 -12)
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Week 4 - 29 Jul 2024

Module/Topic	Chapter	Events and Submissions/Topic
Arrays and ArrayLists; Introduction to Searching and Sorting.	7, 19 and online resources	Tutorial assessment: Part 2 - due in week 4 tutorial class

Week 5 - 05 Aug 2024

Module/Topic	Chapter	Events and Submissions/Topic
Classes and Objects: A Deeper Look	8	Tutorial assessment: Part 3 - due in week 5 tutorial class Programming Assignment 1 - phase 1 due Monday 9:00am (AEST) (Submission of completed assignment due in week 6)

Vacation Week - 12 Aug 2024

Module/Topic	Chapter	Events and Submissions/Topic
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Week 6 - 19 Aug 2024

Module/Topic	Chapter	Events and Submissions/Topic
Inheritance	9	Tutorial assessment: Part 4 - due in week 6 tutorial class Programming Assignment 1 Due: Week 6 Friday (23 Aug 2024) 5:00 pm AEST

Week 7 - 26 Aug 2024

Module/Topic	Chapter	Events and Submissions/Topic
Polymorphism and Interfaces	10	Tutorial assessment: Part 5 - due in week 7 tutorial class

Week 8 - 02 Sep 2024

Module/Topic	Chapter	Events and Submissions/Topic
Introduction to JavaFX GUI and Event-Driven Programming	12 and online resources	Tutorial assessment: Part 6 - due in week 8 tutorial class

Week 9 - 09 Sep 2024

Module/Topic	Chapter	Events and Submissions/Topic
Generic Collections	16	Tutorial assessment: Part 7 - due in week 9 tutorial class Programming Assignment 2: Phase 1 (GUI) due Tuesday 9:00am (AEST) (submission of completed assignment due in week 12)

Week 10 - 16 Sep 2024		
Module/Topic	Chapter	Events and Submissions/Topic
Exception Handling, Files	11 and 15	Tutorial assessment: Part 8 - due in week 10 tutorial class
Week 11 - 23 Sep 2024		
Module/Topic	Chapter	Events and Submissions/Topic
Strings, Characters and Regular Expressions	14 and online resources	Tutorial assessment: Part 9 - due in week 11 tutorial class
Week 12 - 30 Sep 2024		
Module/Topic	Chapter	Events and Submissions/Topic
Introduction to Version Control; Review	Online resources.	Tutorial assessment: Part 10 - due in week 12 tutorial class Programming Assignment 2 Due: Week 12 Friday (4 Oct 2024) 5:00 pm AEST
Review/Exam Week - 07 Oct 2024		
Module/Topic	Chapter	Events and Submissions/Topic
Exam Week - 14 Oct 2024		
Module/Topic	Chapter	Events and Submissions/Topic

Assessment Tasks

1 Programming Assignment 1

Assessment Type

Practical Assessment

Task Description

Re-attempts are not allowed for the final submission of this assessment item.

This is an individual assignment. In this assignment you will develop and test a software application in which you use procedural concepts (methods, iteration, selection) to achieve the realisation of object behaviour.

Note that:

1. **A separate phase 1 submission is required early in the development period for this assignment.**
2. You may be asked to demonstrate your understanding of the assignment to the unit coordinator before marks can be awarded.

Further details are in the Programming Assignment 1 specification document available on the Moodle unit website.

Assessment Due Date

Week 6 Friday (23 Aug 2024) 5:00 pm AEST

Note: Phase 1 is due Monday at 9:00am (AEST) in week 5 (see Moodle for the exact date). The final submission is due Friday of week 6.

Return Date to Students

Two weeks after submission

Weighting

20%

Assessment Criteria

1. Design and Implementation (and functionality achieved).
2. Language Use (Correct use of programming constructs and good programming practices).
3. Documentation

4. Testing

Referencing Style

- [Harvard \(author-date\)](#)
- [American Psychological Association 7th Edition \(APA 7th edition\)](#)

Submission

Online

Submission Instructions

Submit a .zip file containing the NetBeans project and a separate file with the report file (.doc)

Learning Outcomes Assessed

- Apply procedural concepts (methods, iteration, selection) to the realisation of object behaviour

2 Class/Tutorial Activities

Assessment Type

Practical Assessment

Task Description

Re-attempts are not allowed for this assessment item. (See conditions below.)

This assessment item is to be developed and submitted as part of your weekly tutorial sessions. It consists of a series of 10 practical tutorial submissions where the tutorial/lab work is to be developed and submitted in the tutorial class in weeks 3 - 12 (inclusive). For **on campus students** this work is **due in the weekly tutorial, NOT the due date shown in Moodle**. Moodle cannot have multiple due dates to cater for different tutorial times so the date specified in Moodle is to allow for tutorials held at the end of the week or on weekends. **For on campus students no marks will be awarded for work submitted outside the tutorial class or for late submissions unless there are special circumstances** (approved by the unit coordinator). *If you have special circumstances that prevent you from attending a specific class, please contact your tutor and unit coordinator as soon as you are aware of an issue.*

On-campus students

1. This assessment task must be developed and submitted **in your weekly tutorial** as and when you are directed to do so by your tutor.
2. Marks may be deducted if your tutor is not satisfied with your progress or understanding of the work. Marks are not only awarded for the sample of work submitted during the class. Satisfactory participation in all tutorial class activities is also required to be awarded marks for this assessment item.

Online students

1. Submit the sample of your weekly work requested by the unit coordinator by the due date shown on the unit website for the corresponding week. Late submissions will be awarded 0 marks (unless you have been given approval for an alternative late submission due to special circumstances).
2. The unit coordinator is your tutor and may make arrangements to discuss aspects of the weekly work with you before marks can be awarded.

Assessment Due Date

This task commences with an "in-class" submission of work in week 3 and continues with "in-class" weekly submissions until the end of week 12. There is a total of 10 weekly submissions. On-campus students must complete and submit the scheduled work in their weekly tutorial.

Return Date to Students

The marks will be returned to you within a week after the date of submission.

Weighting

10%

Assessment Criteria

Practical questions in the weekly tutorial will be used to assess your understanding of the topics covered in that week. To be awarded marks, on campus students are required to participate in all activities in the tutorial and submit the sample of work requested when instructed to do so during the class. The tutor will monitor student progress in class. To be awarded marks, online students are required to submit their sample of work (**i.e. answers to the questions specified by the unit coordinator**) by the due date. Online students should contact the unit coordinator if they have

any questions about the weekly work and may also be asked to make arrangements to discuss their work before marks can be awarded.

Note that although you are only required to submit answers to selected tutorial questions as part of this assessment item, **all the tutorial exercises should be attempted each week**. They are all important for your learning and understanding, not only those questions selected for submission.

Each week's work is worth 1 mark. Total for this assessment item is 10%.

Referencing Style

- [Harvard \(author-date\)](#)
- [American Psychological Association 7th Edition \(APA 7th edition\)](#)

Submission

Online

Learning Outcomes Assessed

- Apply procedural concepts (methods, iteration, selection) to the realisation of object behaviour
- Apply the fundamental practices of defensive programming (encapsulation, testing, input validation), documentation and version control to software development
- Develop GUI based applications that employ inheritance, interfaces, polymorphism, exceptions, lambdas and sequential file processing
- Implement standard algorithms such as searching, sorting, and sequential processing for arrays and generic collections of objects

3 Programming Assignment 2

Assessment Type

Practical Assessment

Task Description

Re-attempts are not allowed for the final submission of this assessment item.

This is an individual assignment. In this assignment you will use the key constructs and concepts introduced in weeks 1-10 to develop and test a software application that employs a Graphical User Interface (GUI) and uses inheritance, interfaces, polymorphism, exceptions, generic collections and sequential file processing.

Note that:

1. **A separate phase 1 submission is required early in the development period for this assignment.**
2. You may be asked to demonstrate your understanding of the assignment to the unit coordinator before marks can be awarded.

Further details are in the detailed Programming Assignment 2 specification available on the Moodle unit website.

Assessment Due Date

Week 12 Friday (4 Oct 2024) 5:00 pm AEST

Note: Phase 1 is due on Tuesday of week 9 at 9:00am (AEST) (See Moodle for the exact date). The final submission is due on Friday of week 12.

Return Date to Students

Two weeks after submission

Weighting

20%

Assessment Criteria

1. Design and Implementation (and functionality achieved).
2. Language Use (including correct application of classes, inheritance, polymorphism, exception handling and good programming practices).
3. Documentation
4. Testing

Referencing Style

- [Harvard \(author-date\)](#)
- [American Psychological Association 7th Edition \(APA 7th edition\)](#)

Submission

Online

Submission Instructions

Submit a .zip file containing the NetBeans project and a separate file with the report file (.doc)

Learning Outcomes Assessed

- Apply the fundamental practices of defensive programming (encapsulation, testing, input validation), documentation and version control to software development
- Develop GUI based applications that employ inheritance, interfaces, polymorphism, exceptions, lambdas and sequential file processing
- Implement standard algorithms such as searching, sorting, and sequential processing for arrays and generic collections of objects

Examination

Outline

Complete an invigilated examination.

Date

During the examination period at a CQUniversity examination centre.

Weighting

50%

Length

180 minutes

Minimum mark or grade

30%

Exam Conditions

Open Book.

Materials

Dictionary - non-electronic, concise, direct translation only (dictionary must not contain any notes or comments).

Calculator - non-programmable, no text retrieval, silent only

Academic Integrity Statement

As a CQUniversity student you are expected to act honestly in all aspects of your academic work.

Any assessable work undertaken or submitted for review or assessment must be your own work. Assessable work is any type of work you do to meet the assessment requirements in the unit, including draft work submitted for review and feedback and final work to be assessed.

When you use the ideas, words or data of others in your assessment, you must thoroughly and clearly acknowledge the source of this information by using the correct referencing style for your unit. Using others' work without proper acknowledgement may be considered a form of intellectual dishonesty.

Participating honestly, respectfully, responsibly, and fairly in your university study ensures the CQUniversity qualification you earn will be valued as a true indication of your individual academic achievement and will continue to receive the respect and recognition it deserves.

As a student, you are responsible for reading and following CQUniversity's policies, including the [Student Academic Integrity Policy and Procedure](#). This policy sets out CQUniversity's expectations of you to act with integrity, examples of academic integrity breaches to avoid, the processes used to address alleged breaches of academic integrity, and potential penalties.

What is a breach of academic integrity?

A breach of academic integrity includes but is not limited to plagiarism, self-plagiarism, collusion, cheating, contract cheating, and academic misconduct. The Student Academic Integrity Policy and Procedure defines what these terms mean and gives examples.

Why is academic integrity important?

A breach of academic integrity may result in one or more penalties, including suspension or even expulsion from the University. It can also have negative implications for student visas and future enrolment at CQUniversity or elsewhere. Students who engage in contract cheating also risk being blackmailed by contract cheating services.

Where can I get assistance?

For academic advice and guidance, the [Academic Learning Centre \(ALC\)](#) can support you in becoming confident in completing assessments with integrity and of high standard.

What can you do to act with integrity?



Be Honest

If your assessment task is done by someone else, it would be dishonest of you to claim it as your own



Seek Help

If you are not sure about how to cite or reference in essays, reports etc, then seek help from your lecturer, the library or the Academic Learning Centre (ALC)



Produce Original Work

Originality comes from your ability to read widely, think critically, and apply your gained knowledge to address a question or problem