

Computer Science: JAVA Programming II

Design and develop programs that use advanced GUI components. CIT 249.1

1 Design and develop programs that use advanced GUI components. CIT 249.1

Design and develop programs that use input and output streams including character and binary streams. CIT 249.2

2 Design and develop programs that use input and output streams including character and binary streams. CIT 249.2

Design and develop programs that use multithreading. CIT 249.3

3 Design and develop programs that use multithreading. CIT 249.3

Design and develop programs that use polymorphism. CIT 249.4

4 Design and develop programs that use polymorphism. CIT 249.4

Design and develop programs that use inheritance. CIT 249.5

5 Design and develop programs that use inheritance. CIT 249.5

Design and develop programs that use recursion. CIT 249.6

6 Design and develop programs that use recursion. CIT 249.6

Design and develop programs that introduce mobile application concepts. CIT 249.7

7 Design and develop programs that introduce mobile application concepts. CIT 249.7

Design and develop programs that incorporate other advanced features of Java programming. CIT 249.8

8 Design and develop programs that incorporate other advanced features of Java programming. CIT 249.8

Evaluate and critique effectiveness and efficiency of code. CIT 249.9

9 Evaluate and critique effectiveness and efficiency of code. CIT 249.9