

Profile information current as at 20/05/2024 06:38 am

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

This unit is designed for students who want to study advanced data structures and algorithms for software development using an object oriented programming language. Students will learn to evaluate the use of data structures and algorithms to construct solutions to information technology problems. Topics covered include: classes, inheritance, polymorphism, exceptions, graphical user interfaces, database programming, recursion, linked lists, stacks, queues, priority queues, trees, search trees, graphs, sorting and searching algorithms. The object-oriented design will also be covered. Note: If you have completed unit COIT23001 then you cannot take this unit.

## **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 <u>Assessment Policy and Procedure (Higher Education Coursework)</u>.

# Offerings For Term 3 - 2017

- Brisbane
- Distance
- Melbourne
- 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 and Written Assessment

Weighting: 15%

#### 2. Practical and Written Assessment

Weighting: 30% 3. **Examination** Weighting: 55%

# 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 <u>University's Grades and Results Policy</u> 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 <u>CQUniversity Policy site</u>.

# 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 Unit evaluation

#### **Feedback**

Received many positive feedbacks from students regarding the opportunity to learn database programming, lambdas, and graphical user interface coding. Teach more algorithms.

#### Recommendation

Formalise inclusion of Lambdas by updating the unit profile sections of overview and assessment. Algorithms are already part of the unit. It is difficult to include more content as the Unit is already content intensive. Some minor modifications can be done and this will be considered.

# **Unit Learning Outcomes**

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

- 1. Compare and contrast different algorithms in problem solving.
- 2. Choose and compare appropriate data structures in program design.
- 3. Evaluate a variety of data structures and algorithmic approaches including: recursion, linked lists, stacks, queues, trees, graphs, sorting and searching.
- 4. Analyse, develop and implement software solutions with the focus of data structures and algorithms.
- 5. Apply classes, inheritance, polymorphism and exception handling in the context of data structures and algorithms.
- 6. Programmatically connect to a database and implement the database operations.

Australian Computer Society (ACS) recognises the Skills Framework for the Information Age (SFIA). SFIA is in use in over 100 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 at

https://www.acs.org.au/professionalrecognition/mysfia-b2c.html

This unit contributes to the following workplace skills as defined by SFIA. The SFIA code is included:

- Systems design (DESN)
- System Integration (SINT)
- Program ming/Software Development (PROG)
- Data Analysis (DTAN)
- Database/Repository Design (DBDS)
- Testing (TEST)
- Applications Support (ASUP)

# Alignment of Learning Outcomes, Assessment and Graduate Attributes



Assessment Tasks	Lea	Learning Outcomes						
	1	2		3	4	5		6
2 - Practical and Written Assessment - 30%	•	•	•	•	•	•		•
3 - Examination - 55%	•	•	•	•		•		
Alignment of Graduate Attributes to Learnin	ng Outcor	nes						
Graduate Attributes	<u> </u>	Learning Outcomes						
			1	. 2	3	4	5	6
1 - Knowledge			o	o	o	0	o	۰
2 - Communication								
3 - Cognitive, technical and creative skills			o	o	۰	۰	o	۰
4 - Research								
5 - Self-management								
6 - Ethical and Professional Responsibility								
7 - Leadership								
8 - Aboriginal and Torres Strait Islander Cultures								
Alignment of Assessment Tasks to Graduate	e Attribut	es						
Assessment Tasks		Graduate Attributes						
	1	2	3	4	5	6	7	8
1 - Practical and Written Assessment - 15%	o	0	0		0			
2 - Practical and Written Assessment - 30%	٥	0	0	0	0			
3 - Examination - 55%	۰		0					

# Textbooks and Resources

# **Textbooks**

COIT20256

#### **Prescribed**

Java How to Program: Early Objects Edition

Edition: 10 (2014)

Authors: Paul Deiteil & Harvey Deitel

Pearson

Upper Saddle River , NJ , USA ISBN: 9781292018195 Binding: Paperback

#### **Additional Textbook Information**

This unit has an open book final examination where students can take their Textbook with them to the examination. Therefore, it may be better to buy a hard copy of the Textbook even though rest of the study can be managed with an e-Book. Students can take a copy of consolidated notes to refer in the examination. So it is not mandatory to buy a Textbook.

# View textbooks at the CQUniversity Bookshop

# **IT Resources**

## You will need access to the following IT resources:

- CQUniversity Student Email
- Internet
- Unit Website (Moodle)
- Java Development Kit (JDK) 1.8 or later
- MySQL Database Server 5.7 or later
- NetBeans IDE (Optional)
- Textpad editor

# Referencing Style

All submissions for this unit must use the referencing style: <u>Harvard (author-date)</u> For further information, see the Assessment Tasks.

# **Teaching Contacts**

Michael Li Unit Coordinator

m.li@cqu.edu.au

# Schedule

Week 1 - 06 Nov 2017		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>
A Deeper Look at Classes and Objects	Chapters 8	
Week 2 - 13 Nov 2017		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>
Object Oriented Programming: Inheritance	Chapter 9	
Week 3 - 20 Nov 2017		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>

Object Oriented Programming: Polymorphism and Interfaces	Chapter 10	
Week 4 - 27 Nov 2017		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>
Advanced GUI	Chapters 12 and 22	
Vacation Week - 04 Dec 2017		
Module/Topic	Chapter	Events and Submissions/Topic
Week 5 - 11 Dec 2017		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>
Exception Handling, Files, Streams and Object Serialization	Chapters 11 and 15	
Week 6 - 18 Dec 2017		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>
Object-Oriented Design	Chapter 33 (online chapter): Object- Oriented Design with the UML	<b>Assignment 1</b> Due: Week 6 Thursday (21 Dec 2017) 11:45 pm AEST
Week 7 - 01 Jan 2018		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>
Generic Collections and Iterators	Chapter 16	
Week 8 - 08 Jan 2018		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>
Algorithmic Efficiency, Lambdas and Streams	Chapters 19 and 17	
Week 9 - 15 Jan 2018		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>
Accessing Databases with JDBC	Chapter 24	
Week 10 - 22 Jan 2018		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>
Generic Classes and Methods	Chapter 20	
Week 11 - 29 Jan 2018		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>
Custom Generic Data Structures	Chapter 21	<b>Assignment 2</b> Due: Week 11 Thursday (1 Feb 2018) 11:45 pm AEST
Week 12 - 05 Feb 2018		
Module/Topic	Chapter	Events and Submissions/Topic
Recursion	Chapter 18	
Review/Exam Week - 12 Feb 2018		
Module/Topic	Chapter	Events and Submissions/Topic
Exam Week - 12 Feb 2018		
Module/Topic	Chapter	Events and Submissions/Topic

# **Term Specific Information**

Unit coordinator: Dr.Michael Li email: m.li@cqu.edu.au phone: 07-49306337

office: 70/Room 1.23, North Rockhampton campus

# **Assessment Tasks**

# 1 Assignment 1

### **Assessment Type**

Practical and Written Assessment

## **Task Description**

In this assignment you will demonstrate your understanding of object oriented programming concepts in Java, and show an ability to develop a GUI (Graphical User Interface) based Java application. This assessment task is to design, code, debug, and test using the topics covered in Weeks 1-5. Further details are available on the unit website in the Assignment 1 Specification document.

#### **Assessment Due Date**

Week 6 Thursday (21 Dec 2017) 11:45 pm AEST

#### **Return Date to Students**

Week 8 Thursday (11 Jan 2018)

#### Weighting

15%

#### **Assessment Criteria**

- 1. Efficient object-oriented program design.
- 2. Appropriate use of Graphical User Interface (GUI).
- 3. Appropriate use of data structures and algorithms in problem solving.
- 4. Effective use of good programming practice/techniques.
- 5. Rigorous testing of Java applications

# **Referencing Style**

• Harvard (author-date)

#### **Submission**

Online

### **Submission Instructions**

# **Learning Outcomes Assessed**

- Choose and compare appropriate data structures in program design.
- Analyse, develop and implement software solutions with the focus of data structures and algorithms.
- Apply classes, inheritance, polymorphism and exception handling in the context of data structures and algorithms.

#### **Graduate Attributes**

- Knowledge
- Communication
- Cognitive, technical and creative skills
- Self-management

# 2 Assignment 2

## **Assessment Type**

Practical and Written Assessment

## **Task Description**

In this assignment you will demonstrate your understanding of object oriented programming concepts and a variety of

data structures and algorithms in Java, and show an ability to develop a GUI (Graphical User Interface) based Java application. This assessment task includes design, document, develop code, debug, and test a java application applying topics covered in Weeks 1 - 10. Further details are available on the Moodle unit website in the Assignment 2 Specification document.

#### **Assessment Due Date**

Week 11 Thursday (1 Feb 2018) 11:45 pm AEST

#### **Return Date to Students**

Review/Exam Week Thursday (15 Feb 2018)

### Weighting

30%

#### **Assessment Criteria**

- 1. Efficient object-oriented program design.
- 2. Appropriate use of Graphical User Interface (GUI).
- 3. Appropriate use of data types and algorithms in problem solving.
- 4. Effective use of good programming practice/techniques.
- 5. Rigorous testing of Java applications.
- 6. Effective evaluation of algorithms, data structures and program designs.

#### **Referencing Style**

• Harvard (author-date)

#### **Submission**

Online

#### **Submission Instructions**

### **Learning Outcomes Assessed**

- Compare and contrast different algorithms in problem solving.
- Choose and compare appropriate data structures in program design.
- Evaluate a variety of data structures and algorithmic approaches including: recursion, linked lists, stacks, queues, trees, graphs, sorting and searching.
- Analyse, develop and implement software solutions with the focus of data structures and algorithms.
- Apply classes, inheritance, polymorphism and exception handling in the context of data structures and algorithms.
- Programmatically connect to a database and implement the database operations.

#### **Graduate Attributes**

- Knowledge
- Communication
- Cognitive, technical and creative skills
- Research
- Self-management

# Examination

#### Outline

Complete an invigilated examination.

#### Date

During the examination period at a CQUniversity examination centre.

### Weighting

55%

### Length

180 minutes

#### **Exam Conditions**

Open Book.

#### **Materials**

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

# **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 <u>Academic Learning Centre (ALC)</u> 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