



**ELECTIVE COURSE
FOR BINUSIAN 2018
COMPUTER SCIENCE PROGRAM**

ELECTIVE COURSE (SEMESTER 5)

- COMP6099 Advanced Object Oriented Programming
- MOBI6008 Mobile Game Creative Design
- COMP6226 Competitive Programming



ADVANCED OOP

- This course learn how to formulate, develop, and implement Java database graphical user interface programming based on object oriented programming concept
- **Topics**
 - Introduction to Java Programming language
 - Methods, Array and Exception Handling
 - Java Collection
 - Object and Classes
 - Inheritance and Polymorphism
 - Abstract Classes and Interface
 - Introduction to Java GUI
 - Event Driven Programming
 - Java GUI Component Manipulation
 - Menu, Toolbar, and Dialog Component
 - Container and Layout Manager Component
 - Introduction to Database
 - Java Database Programming



MOBILE GAME CREATIVE DESIGN

- This course emphasis on the theory, practical and the currentness to gives us unique perspective by learning how easy it is to bring native PC games to the platform with minimum effort by using real-world examples and source code to create a possible combination of graphics application.
- **Topics**
- History of Mobile Games
- Mobile Hardware
- Mobile Software
- Mobile Design Differences
- Art for the Small Screen
- Programming on the Go
- Player Motivation
- Production
- Production continued
- Mobile 3D Graphics
- Game Mechanics Design
- Game Mechanics Design continued
- Publishing & Marketing



COMPETITIVE PROGRAMMING

- ALGORITHM OPTIMALIZATION

