

The Hong Kong University of Science and Technology

UG Course Syllabus (Fall 2026-27)

Course Title: Java Programming Bridging Course
Course Code: COMP 1029J
No. of Credits: 1 Credit
Exclusion(s): COMP 1022P (prior to 2025-26), COMP 3021, ISOM 3320
Prerequisite(s): COMP 1021 OR COMP1023 OR ISOM 3230 OR ISOM3400

Course Instructor

Name: Gibson Lam
Email: gibson@cse.ust.hk

Course Description

This course introduces the Java programming language. It is intended for students who already have some experience in computer programming but wish to learn how to apply those programming skills to the Java language. The course covers basic programming topics such as variables, control statements, loops, functions, and object-oriented programming concepts. Students explore these by self-learning of course materials together with guided programming exercises. Students without the prerequisites but possess relevant programming knowledge may seek instructor's approval for enrolling in the course. Graded P or F.

List of Topics

Introduction to Java

- Using Java and BlueJ
- Variables and Data Types
- Basic Java Operators
- Text Input and Output

Essential Programming in Java

- Using Strings
- Making Decisions
- Loops
- Functions

Object-oriented Programming and Arrays

- Basic Object-oriented Programming
- Using the Main Function
- Arrays

Advanced Topics

- File Input and Output
- Recursion
- Inheritance

Greenfoot

- Using Greenfoot
- Creating a Player
- Creating an Enemy
- Making a Game

Intended Learning Outcomes (ILOs)

By the end of this course, students should be able to:

1. Define basic programming elements such as variables, control, loops and functions in Java
2. Describe object-oriented programming concepts in Java
3. Describe data structures and data abstraction in Java
4. Design, write and debug computer programs in Java

Assessment and Grading

This is a P/F course. P grade will be assigned to students who have achieved the online exercises and final examination passing requirements.

Assessment Task	Passing Requirements
Online exercises	Achieved 60% or higher
Final examination	Achieved 40% or higher

Assessments:

Assessment Task	Contribution to Overall Course Grade (%)	Due date
Online exercises	50%	25/9/2026, 16/10/2026, 6/11/2026 and 27/11/2026
Final examination	50%	TBA

* Assessment marks for individual assessed tasks will be released within two weeks of the due date.

Mapping of Course ILOs to Assessment Tasks

Assessed Task	Mapped ILOs	Explanation
Exercise for Lesson 2	ILO1, ILO4	This task assesses students' ability to define basic programming elements such as variables, control, loops and functions in Java (ILO 1), design, write and debug computer programs in Java (ILO 4).
Exercise for Lesson 3	ILO1, ILO2, ILO4	This task assesses students' ability to define basic programming elements such as variables, control, loops and functions in Java (ILO 1), describe object-oriented programming concepts in Java (ILO 2), design, write and debug computer programs in Java (ILO 4).
Exercise for Lesson 4	ILO1, ILO2, ILO3, ILO4	This task assesses students' ability to define basic programming elements such as variables, control, loops and functions in Java (ILO 1), describe object-oriented programming concepts in Java (ILO 2), describe data structures and data abstraction in Java (ILO 3), design, write and debug computer programs in Java (ILO 4).

Exercise for Lesson 5	ILO1, ILO2, ILO3, ILO4	This task assesses students' ability to define basic programming elements such as variables, control, loops and functions in Java (ILO 1), describe object-oriented programming concepts in Java (ILO 2), describe data structures and data abstraction in Java (ILO 3), design, write and debug computer programs in Java (ILO 4).
Final examination	ILO1, ILO2, ILO3, ILO4	This task assesses students' ability to define basic programming elements such as variables, control, loops and functions in Java (ILO 1), describe object-oriented programming concepts in Java (ILO 2), describe data structures and data abstraction in Java (ILO 3), design, write and debug computer programs in Java (ILO 4).

Grading Rubrics

The following rubrics outline the criteria used to evaluate each ILO, applicable to all assessment tasks involving these ILOs.

Criteria	Pass				Fail
	Excellent	Good	Satisfactory	Needs Improvement	Unsatisfactory
Understanding of Basic Elements	Clearly defines and effectively uses variables, control structures, loops, and functions in Java.	Defines and uses basic elements with minor errors.	Basic definitions are present, but application is inconsistent.	Limited definitions and frequent errors in usage.	Fails to define or use basic programming elements.
Object-oriented Programming Concepts	Explains fundamental concepts (classes, objects, inheritance and interfaces) with examples.	Covers most concepts with some examples.	Describes some concepts, but lacks depth or relevant examples.	Minimal description with significant gaps in understanding.	Fails to describe concepts accurately.
Data Structures and Abstraction	Provides clear descriptions and effectively uses data structures and abstraction techniques in Java.	Describes data structures with minor inaccuracies; some application present.	Basic descriptions of data structures; application is minimal.	Limited understanding of data structures; few applications.	Fails to describe or apply data structures.
Design, Writing, and Debugging	Designs, writes, and debugs programs with exceptional clarity and efficiency.	Generally designs and writes clear programs; debugging is mostly effective.	Programs are functional but lack clarity; debugging is minimal.	Poor program design and writing; debugging efforts are ineffective.	Fails to design, write, or debug programs.

Final Grade Descriptors:

Grades	Short Description	Elaboration on subject grading description
P	Pass	Possesses adequate knowledge of core subject matter, competence in dealing with familiar problems, and some capacity for analysis and critical thinking. Shows persistence and effort to achieve broadly defined learning goals.
F	Fail	Demonstrates insufficient understanding of the subject matter and lacks the necessary problem-solving skills. Shows limited ability to think critically or analytically and exhibits minimal effort towards achieving learning goals. Does not meet the threshold requirements for professional practice or development in the discipline.

Course AI Policy

The use of generative artificial intelligence is not allowed in all assessment tasks.

Communication and Feedback

Assessment marks for individual assessed tasks will be communicated via Canvas within two weeks of submission. Feedback on assignments will include detailed scores in various tasks and their grading criteria. Students who have further questions about the feedback including marks should consult the instructor within five working days after the feedback is received.

Resubmission Policy

Resubmission is not permitted for the course.

Required Texts and Materials

N/A

Academic Integrity

Students are expected to adhere to the university's academic integrity policy. Students are expected to uphold HKUST's Academic Honor Code and to maintain the highest standards of academic integrity. The University has zero tolerance of academic misconduct. Please refer to [Academic Integrity | HKUST – Academic Registry](#) for the University's definition of plagiarism and ways to avoid cheating and plagiarism.

Additional Resources

Online course content to be published in HKUST canvas when the semester begins.