

QF01/0408-4.0E	Course Plan for Master program - Study Plan Development and Updating Procedures/ Department
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Study plan No.	2021/2022	University Specialization	Software Engineering
Course No.	0104713	Course name	Advanced Software Development
Credit Hours	3	Prerequisite Co-requisite	-----
Course type	<input type="checkbox"/> MANDATORY UNIVERSITY REQUIREMENT	<input type="checkbox"/> UNIVERSITY ELECTIVE REQUIREMENTS	<input type="checkbox"/> FACULTY MANDATORY REQUIREMENT
			<input type="checkbox"/> Support course family requirements
			<input checked="" type="checkbox"/> Mandatory requirements
			<input type="checkbox"/> Elective requirements
Teaching style	<input type="checkbox"/> Full online learning	<input type="checkbox"/> Blended learning	<input checked="" type="checkbox"/> Traditional learning
Teaching model	<input type="checkbox"/> 2Synchronous: 1asynchronous	<input type="checkbox"/> 2 face to face : 1synchronous	<input checked="" type="checkbox"/> 3 Traditional

Faculty member and study divisions information (to be filled in each semester by the subject instructor)

Name	Academic rank	Office No.	Phone No.	E-mail	
Mohammad Muhairat	Associate Professor	-----	-----	drmohairat@zuj.edu.jo	
Division number	Time	Place	Number of students	Teaching style	Division number
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Brief description

Successfully design rich enterprise web applications using the detailed information in this Oracle Press volume. Oracle Fusion Developer Guide goes beyond the predominant drag-and-drop methods in Oracle JDeveloper and provides a wealth of examples that address common development scenarios when using Oracle Fusion Middleware. Work with Oracle JDeveloper, define navigation rules, accept and validate user input, build page layouts and skins, and incorporate drag-and-drop functionality into web applications. This authoritative resource also explains how to secure and internationalize your applications.
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Learning resources

Course book information (Title, author, date of issue, publisher ... etc)	1. Oracle Fusion Developer Guide: Building Rich Internet Applications with Oracle ADF Business Components and Oracle ADF Faces McGraw-Hill Education; 3rd edition (November 14, 2019)			
Supportive learning resources (Books, databases, periodicals, software, applications, others)	2. Oracle ADF Enterprise Application Development – Made Simple: Packt Publishing; 2nd edition (February 19, 2014). 3. Oracle ADF Survival Guide: Mastering the Application Development Framework 1st ed. Edition, Apress; 1st ed. edition (September 4, 2017)			
Supporting websites				
The physical environment for teaching	<input checked="" type="checkbox"/> Class room	<input checked="" type="checkbox"/> labs	<input type="checkbox"/> Virtual educational platform	<input type="checkbox"/> Others
Necessary equipment and software	CASE TOOLS			
Supporting people with special needs	-----			
For technical support	-----			

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Course learning outcomes (S= Skills, C= Competences K= Knowledge,)

No.	Course learning outcomes	The associated program learning output code
<b>Knowledge</b>		
<b>K1</b>	The knowledge of software engineering principles, including a thorough understanding of software analysis and design, evaluation and testing and software quality and correctness.	MK1
<b>K2</b>	Understanding of software engineering processes, including management of complex software development projects.	MK2
<b>Skills</b>		
<b>S1</b>	An ability to analyze, design, verify, validate, implement, apply, maintain, and manage the development of software systems to meet desired needs within realistic constraints.	MS1
<b>S2</b>	An ability to identify, formulates, and solve software engineering problems.	MS2
<b>S3</b>	An ability to use the techniques, skills, and modern tools necessary for software engineering practice.	MS3
<b>Competences</b>		
<b>C1</b>	An ability to function on multidisciplinary teams to communicate effectively.	MC1
<b>C2</b>	Ability to develop software systems in one or more significant application domains.	MC2

Mechanisms for direct evaluation of learning outcomes

Type of assessment / learning style	Fully electronic learning	Blended learning	Traditional Learning (Theory Learning)	Traditional Learning (Practical Learning)
First exam	0	0	%20	0
Second / midterm exam	%30	%30	%20	30%
Participation / practical applications	0	0	10	30%
Asynchronous interactive activities	%30	%30	0	0
final exam	%40	%40	%50	40%

**Note:** Asynchronous interactive activities are activities, tasks, projects, assignments, research, studies, projects, work within student groups ... etc, which the student carries out on his own, through the virtual platform without a direct encounter with the subject teacher.

Schedule of simultaneous / face-to-face encounters and their topics

Week	Subject	learning style*	Reference **
1	The Quick Learner's Guide to Oracle Fusion Web Application Development	Lecture, learning through projects, learning through problem solving	Chapter 1
2	Oracle Application Development Framework (ADF)	Lecture, learning through projects, learning through problem solving	Chapter 2
3	The Oracle ADF and ADF Faces Rich Client Lifecycle	Lecture, learning through projects, learning through problem solving	Chapter 3
4	Introduction to Oracle ADF Task Flows	Lecture, learning through projects, learning through	Chapter 4

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		problem solving	
<b>5</b>	Working with Unbounded and Bounded Oracle ADF Task Flows	Lecture, learning through projects, learning through problem solving	Chapter 5
<b>6</b>	Working with Bounded Task Flows in ADF Regions	Lecture, learning through projects, learning through problem solving	Chapter 6
<b>7</b>	Page Navigation in Oracle ADF	Lecture, learning through projects, learning through problem solving	Chapter 7
<b>8</b>	Working with Input Components	Lecture, learning through projects, learning through problem solving	Chapter 8
<b>9</b>	Working with Table, Tree, and TreeTable, Menus, Dialogs, and Pop-ups	Lecture, learning through projects, learning through problem solving	Chapter 9, 10
<b>10</b>	Looking Up Data and working with Images and Media	Lecture, learning through projects, learning through problem solving	Chapter 11, 12
<b>11</b>	Visualizing Data with DVT Components and Implementing Drag-and- Drop Functionality	Lecture, learning through projects, learning through problem solving	Chapter 13, 14
<b>12</b>	Working with Oracle ADF Reusable Components	Lecture, learning through projects, learning through problem solving	Chapter 15
<b>13</b>	Building Layouts in ADF Faces RC	Lecture, learning through projects, learning through problem solving	Chapter 16
<b>14</b>	Case Study (Project 1)	Lecture, learning through projects, learning through problem solving	----
<b>15</b>	Case Study (Project 2)	Lecture, learning through projects, learning through problem solving	----
<b>16</b>	Final Exam	-----	----

\* **Learning styles:** Lecture, flipped learning, learning through projects, learning through problem solving, participatory learning ... etc.

\*\* **Reference:** Pages in a book, database, recorded lecture, content on the e-learning platform, video, website ... etc.

### Schedule of asynchronous interactive activities (in the case of e-learning and blended learning)

Week	Task / activity	Reference	Expected results
1			
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15			
16			