

# Instructor's Summary for *Murach's Java Programming* (4<sup>th</sup> Edition)

This summary introduces you to the components of our Instructor's CD and helps you get started using them. At the least, we recommend that you read the topics under "What's on the Instructor's CD," because they describe the components on the CD as well as our underlying instructional philosophy.

<b>What the students can download.....</b>	<b>2</b>
Book applications .....	2
Exercise starts.....	2
<b>What's on the Instructor's CD .....</b>	<b>3</b>
Objectives .....	3
PowerPoint slides.....	3
Tests .....	4
Exercise solutions .....	4
Projects .....	4
Project solutions.....	4
<b>How to get started.....</b>	<b>5</b>
How to install the instructor's guide on a PC .....	5
The directories and files that are installed.....	5
<b>Need anything else? .....</b>	<b>6</b>



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## What the students can download

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To help your students get the most from our book, we provide several components that they can download from our web site.

### Book applications

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The book applications are the applications that are presented in the chapters of the book, including all of the files that these applications require. Once the students download these applications, they can run them to see how they work. They can review the code in all of the files of the applications. And they can copy code from the book applications for use in their own applications.

### Exercise starts

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The exercise starts are the partial applications that provide the starting points for the exercises that are at the end of each chapter in the book. Since the students don't have to start these exercises from scratch, they are able to practice the critical skills that are presented in the chapters without redoing trivial code. This means that they get more practice in less time.

## What's on the Instructor's CD

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The Instructor's CD for *Murach's Java Programming* contains a starting set of instructional materials that by themselves will help any college instructor or corporate trainer run an effective course. These materials include instructional objectives, PowerPoint slides, tests, exercise solutions, projects, and project solutions. A summary of these materials follows.

### Objectives

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Since we believe that instructional objectives should be the start of any educational methodology, we provide a set of objectives for each chapter in the book. We prepared these objectives based on the principles presented by Robert F. Mager in his classic book, *Preparing Instructional Objectives*. As a result, our objectives describe the skills that your students should be able to do when they complete a chapter, and you should be able to test whether they can do those skills.

If you review the objectives for one of the chapters, you'll see that the first objectives for each chapter are what we refer to as *applied objectives*. These ask the students to apply what they've learned as they develop Java applications. These of course are the critical objectives of a programming course, and they are best tested by having the students do projects like the ones that we provide.

After the applied objectives for each chapter, you'll find what we refer to as *knowledge objectives*. These objectives define skills like identifying, describing, and explaining the required concepts, terms, and procedures. These objectives determine whether your students are able to talk intelligently about the topics that are presented. And these objectives can be tested by the questions in our test banks.

To help you get the most from the instructional objectives, we have included them at the start of the PowerPoint slides for each chapter. As we see it, if you can convince your students that they only need to be able to do the skills that are described by the objectives, their study becomes far more focused and efficient.

### PowerPoint slides

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The PowerPoint slides present abridged versions of all of the information that's presented in this book. That includes all of the diagrams, screens, tables, and code that you may want to review in class. As a result, these slides make it easy to review any of the skills that your students have difficulty with. In addition, the slides for each chapter start with the instructional objectives so you can review them in class.

If you want to modify any of the PowerPoint slides, you should know that we prepared the slides by copying the Word text from our figures into PowerPoint. As a result, you can't use PowerPoint to modify the text in the normal way. Instead, you need to double-click on the text for a slide to open it up in Word, make modifications to the text in Word, and click outside the text to return to PowerPoint. You can also use PowerPoint in the normal way to add slides, delete slides, or add your own presentation notes to the slides.

## Tests

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To test comprehension, the Instructor's CD includes one test bank for each chapter in the book. We developed these test banks in ExamView, and we provide them on the CD in several formats: ExamView, Rich Text (RTF), and the current Blackboard formats.

Each test bank provides questions that are designed to test the skills that are described by the objectives for that chapter, and each test question is designed to test the skill described by one objective. This keeps the promise to the students that they will only be expected to do the skills that are described by the objectives.

In our test banks, we primarily use completion and multiple-choice test questions because they have the highest validity. To us, that means that the students who get the best scores are also the ones with the best knowledge and skills. In contrast, matching and true/false questions have low validity, so we don't use them.

## Exercise solutions

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For each exercise in the book, the Instructor's CD provides a solution. That way, you can present the solutions in class and compare our solutions with the solutions that the students come up with. You can also demonstrate the applications before your students develop them to show how they're supposed to work.

## Projects

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To test your students' abilities to develop Java applications from scratch, the Instructor's CD includes a Word document that presents a wide range of projects that you can assign as your students progress through the book. These projects are numbered by chapter, and you can simplify or enhance them to suit your purposes. You can also use short projects or portions of projects as tests that are administered in your computer lab.

## Project solutions

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All of the solutions to the student projects are on the Instructor's CD. Then, you can present them in class or compare them with the student solutions. And you can run them to demonstrate how they are supposed to work before your students start working on them.

## How to get started

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To do a preliminary review of our instructional materials, you can open and review the directories and files that are on the CD. But if you decide to adopt the book, you'll want to install these directories and files on your computer.

### How to install the instructor's guide on a PC

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From the root directory of the Instructor's CD, double-click on the file named `Install.exe` and respond to the dialog boxes that follow. This installs the files and directories onto your `C` drive.

### The directories and files that are installed

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The table that follows presents the directories and files that get installed on your computer. All of the directories and files are stored in the `murach\java` directory. Within that directory, some of the subdirectories (`db`, `dist`, `files`, and `netbeans`) are the same as the directories that are installed on your students' computers when they download the source code for this book from our web site. However, the subdirectory named `instructors` is only available to instructors. This directory includes the solutions to the exercises, the starting points for the projects (which you may want to distribute to your students), and the solutions to the projects. In addition, it includes some Word and PDF files as well as the slides and test banks.

<code>c:\murach\java</code>	Contents
<code>db</code>	The database and related files presented in chapters 20 and 21.
<code>dist</code>	The files needed to deploy an application as described in chapter 23.
<code>files</code>	The files used by the applications presented in chapters 18 and 19.
<code>netbeans\book_apps</code>	One directory for each application presented in the book.
<code>netbeans\ex_starts</code>	One directory for the starting point for each exercise presented in the book.
<code>instructors\Instructor's summary.pdf</code>	This instructor's summary in PDF format.
<code>instructors\Objectives.docx</code>	A Word document that contains the instructional objectives for each chapter.
<code>instructors\Projects.docx</code>	A Word document that contains the descriptions for the projects.
<code>instructors\ex_solutions</code>	One directory for each exercise solution.
<code>instructors\project_starts</code>	One directory for the starting files for each project (only some projects have starting files).
<code>instructors\project_solutions</code>	One directory for each project solution.
<code>instructors\slides</code>	One PowerPoint file for each chapter.
<code>instructors\test_banks</code>	ExamView, RTF, and Blackboard directories that contain one test bank for each chapter.

## Need anything else?

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If you have any comments about our book or its instructional materials, we would be delighted to hear from you. Also, if you like the book but aren't going to adopt it because you would like us to provide other instructor's materials, please let us know what you're looking for. You can email us at the addresses below. But whether or not we hear from you, we thank you for your interest in our products.

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