

Course Syllabus

OBJECT ORIENTED PROGRAMMING

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Program: Computer Science

1. Course number and name

CCPG1005 - OBJECT ORIENTED PROGRAMMING

2. Credits and contact hours

3 credits and 4 contact hours

3. Instructor's course or coordinator's name

ROCÍO ELIZABETH MERA SUÁREZ

4. Text book, tittle, author, and year

*Deitel, Paul J. & Deitel, Harvey M.. Java how to program. Early objects (Tenth edition.;)

a. Other supplemental materials

*Horstmann, Cay S.. Big Java: Early Objects (6)

*Herbert Schildt. Java The Complete Reference (Ninth Edition)

5. Specific course information

a. Brief description of the content of the course (catalog description)

This course introduces students to the software design using object-oriented programming paradigm and to the development of user graphic interfaces. Students design and implement software solutions to problems of medium complexity using an object-oriented programming language, in practices and course projects.

b. Prerequisites

PROGRAMMING FUNDAMENTALS - CCPG1001

c. This course is a: Required

6. Specific goals for the course

a. Specific outcomes of instruction

1.- An ability to apply object-oriented programming paradigm principles in the design and implementation of software systems of medium complexity.

2.- An ability to design class hierarchies to write reusable and maintainable code.

3.- An ability to develop programs with user graphic interface (GUI) that respond to user interaction using event handling techniques.

b. Explicitly indicate which of the student outcomes listed in Criterion 3 or any other outcomes are addressed by the course

(1) Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.

(2) Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.

(7) An ability to lead, manage and undertake projects.

7. Brief list of topics to be covered

1.- Introduction to an object oriented programming languages

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- 2.- Fundamentals of object oriented programing
- 3.- Object oriented programing design and introduction to unified modelling language (UML)
- 4.- Inheritance polymorphism and interfaces
- 5.- Files manipulation and exception handling.
- 6.- Collections framework
- 7.- Programing with user graphic interface (GUI) and how to event handles
- 8.- Introduction to concurrent programing

