



# ESCUELA SUPERIOR POLITÉCNICA DEL LITORAL

## 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, title, 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

#### 7. Brief list of topics to be covered

1.- Introduction to an object oriented programming languages

2.- Fundamentals of object oriented programming

3.- Object oriented programming design and introduction to unified modelling language (UML)

4.- Inheritance polymorphism and interfaces

5.- Files manipulation and exception handling.

6.- Collections framework



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### **OBJECT ORIENTED PROGRAMMING**

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- 7.- Programing with user graphic interface (GUI) and how to event handles
- 8.- Introduction to concurrent programing