

MICHAEL AND CECILIA IBRU  
UNIVERSITY

CSC 303(OBJECT ORIENTED  
PROGRAMMING)

3 UNITS COURSE

FIRST SEMESTER, 2017/2018 SESSION

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## ***Course outline***

**Week one:**Basic OOP Concepts: Classes, Objects, inheritance, polymorphism, data abstraction

**Week two:**tools for developing, compiling, interpreting and debugging java programs, java syntax and data objects

**Week three:** classes and subclasses

**Week four:**java operators, central flow constructs, objects and classes programming.

**Week five:** arrays, methods and exceptions

**Week six:**Applets and the Abstract, OLE, Persistence, window toolkit

**Week seven:**laboratory exercises in an OOP Language.

## ***Learning objectives:***

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

1. justify the philosophy of object-oriented design and the basic concepts of object oriented programming such as encapsulation,abstraction, inheritance, and polymorphism.
2. design, implement, test, and debug simple programs in an object-orientedprogramming language.
3. describe how the class mechanism supports the concepts of OOP.
4. design, implement, and test the implementation of “is-a” relationships among objectsusing a class hierarchy and inheritance.

5. Explain the relationship between the static structure of the class and the dynamic structure of the instances of the class.

### **Assessment**

Assessment is strictly based on how well the student will perform in class activities, Lab activities, and other activities. Performance will be monitored throughout the semester. Following are the tools used to measure the competency level of the student:

- Class quizzes: This will be conducted at the end of each unit taught.
- Class presentation: Each student (group) is required to present on latest technology related topic. There will be at least one presentation per student (group).
- Laboratory exercises
- Home Assignments
- Projects

Students are expected to pay attention in class.

### **Resources**

Textbook, computer system, lecture notes

