Seneca | SCHOOL OF SOFTWARE DESIGN & DATA SCIENCE

Course Code	OOP244	Course Section	NAA	Course Title	Introduction to Object Oriented Programming
Term	Fall 2023 (2237)	Course Outline Link	Course Outline Link	Instructional Mode	In-Person (Attend on campus)
Scheduled Weekday for Lecture	Wednesday	Scheduled Class Start Time (in Eastern Time)	3:20 PM	Scheduled Class End Time (in Eastern Time)	5:05 AM
Scheduled Weekday for Lab	Friday	Scheduled Class Start Time (in Eastern Time)	11:40 AM	Scheduled Class End Time (in Eastern Time)	1:25 AM
Professor's Name	Adam Ebrahim	Professor's Email Address	adam.ebrahim@senecacollege.ca	Professor's Telephone Number	
Scheduled Office Hours	By appointment	Professor's Preferred Method of Communication	Email	Expected Response Time	24 hours

* An additional row for second scheduled day of classes per week is available if needed. Highlight rows 5 to 7, right click, and select "Unhide". Upon completion of the addendum - highlight, right click and HIDE THIS LINE.
* Additional rows for second professor's information are available for semesters when two professors will facilitate course. If needed, highlight rows 8 to 12, right click, and select "Unhide". Upon completion of the addendum - highlight, right click and HIDE THIS LINE.

Assessment Summary		
Workshops	20%	15 parts (@1.33% each)
Final Project	20%	
Quizzes	15%	10 (@ 1.5% each)
Test 1 (Midterm Test)	15%	
Test 2 (Final Test)	30%	

The semester starts on September 5th

Week	Class type	Topics/Activities	Instruction Mode	Class Location	Assessment (Type and weight)
Week 1	Lecture	OOP Object Terminology Modular Programming	In-Person (Attend on campus)	A3069 (Newham)	
September 04 to 08	Lab	Finalizing lecture and Workshop Q&A	In-Person (Attend on campus)		
Week 2	Lecture	Types, References and Overloading Dynamic Memory	In-Person (Attend on campus)		Quiz if paper based(1.5%)
September 11 to 15	Lab	Finalizing lecture and Workshop Q&A	In-Person (Attend on campus)		Workshop (2.66%) Quiz if computer (1.5%)
Week 3	Lecture	Member Functions and Privacy	In-Person (Attend on campus)		Quiz if paper based(1.5%)
September 18 to 22	Lab	Finalizing lecture and Workshop Q&A	In-Person (Attend on campus)		Workshop (2.66%) Quiz if computer (1.5%)
Week 4	Lecture	Construction and Destruction The Current Object	In-Person (Attend on campus)		Quiz if paper based(1.5%)

September 25 to 29	Lab	Finalizing lecture and Workshop Q&A	In-Person (Attend on campus)		Workshop (2.66%) Quiz if computer (1.5%)
Week 5	Lecture	Member Operators Helper Functions	In-Person (Attend on campus)		Quiz if paper based(1.5%)
October 02 to 06	Lab	Finalizing lecture and Workshop Q&A	In-Person (Attend on campus)		Workshop (2.66%) Quiz if computer (1.5%)
Week 6	Lecture	Classes and Resources Input and Output Operators	In-Person (Attend on campus)		Quiz if paper based(1.5%)
October 09 to 13	Lab	Finalizing lecture and Workshop Q&A	In-Person (Attend on campus)		Workshop (2.66%) Quiz if computer (1.5%)
Week 7	Lecture	Input and Output Operators (continued)	In-Person (Attend on campus)		
October 16 to 20	Lab	Midterm test	In-Person (Attend on campus)		Midterm Test (15%)
Study week October 23 - 27					
Week 8	Lecture	Derived Classes Functions in a Hierarchy	In-Person (Attend on campus)		Project Milestone (2%) Quiz if paper based(1.5%)
October 30 to November 03	Lab	Finalizing lecture and Workshop/Project Q&A	In-Person (Attend on campus)		Workshop (1.33%) Quiz if computer (1.5%)
Week 9	Lecture	Virtual Functions Abstract Base Classes	In-Person (Attend on campus)		Project Milestone (2%) Quiz if paper based(1.5%)
November 06 to 10	Lab	Finalizing lecture and Workshop/Project Q&A	In-Person (Attend on campus)		Workshop (1.33%) Quiz if computer (1.5%)
Week 10	Lecture	Derived Class with a Resource	In-Person (Attend on campus)		Project Milestone (2%) Quiz if paper based(1.5%)
November 13 to 17	Lab	Finalizing lecture and Workshop/Project Q&A	In-Person (Attend on campus)		Workshop (1.33%) Quiz if computer (1.5%)
Week 11	Lecture	Function Templates Input and Output Refinements (review)	In-Person (Attend on campus)		Project Milestone (2%) Quiz if paper based(1.5%)
November 20 to 24	Lab	Finalizing lecture and Workshop/Project Q&A	In-Person (Attend on campus)		Workshop (1.33%) Quiz if computer (1.5%)
Week 12	Lecture	Overview of Polymorphism Language Standards	In-Person (Attend on campus)		Project Final Milestone (12%)Quiz if paper based(1.5%)
November 27 to December 02	Lab	Finalizing lecture and Workshop/Project Q&A	In-Person (Attend on campus)		Workshop (1.33%) Quiz if computer (1.5%)
Week 13	Lecture	Open Session Q&A	In-Person (Attend on campus)		
December 04 to December 08	Lab	Final Test if computer based	In-Person (Attend on campus)		Final Test Computer Based (30%)
Week 14	Paper Based Test session	Final Test if paper based	In-Person (Attend on campus)		Final Test Paper based (30%)
December 11 to December 13	Lab	Semester Ended	Semester Ended		

The semester ends at the end of December 13th

* If you are teaching a compressed (7-week) course, highlight rows 33 to 40, right click , and select 'Hide'.
* Additional rows are available for courses that have two teaching blocks per week. For weeks 1 - 7, highlight lines 22 to 32, right click, and select 'Unhide'. For weeks 9 - 15, highlight lines 39 to 49, right click, and select 'Unhide'. For further instruction, please see the instruction tabs to identify how to alter the Addendum to showcase the full details of the course. Upon completion of the addendum - highlight row 51 and 52, right click and HIDE THESE LINES.

Other Important Semester Dates

Friday October 20th	**Midterm Test**
Monday November 27	**Final Project Duedate**
Friday December 08	**Final Test**

IMPORTANT INFO

Primary Addenda Approved by:
Kathy Dumanski, Chair, School of Software Design and Data Science

Please read this addendum to the general course outline carefully. It is your guide to the course requirements and activities.

Please refer to the course outline for learning outcomes, course description and text and materials.

Please also visit Welcome | School of Software Design and Data Science (senecacollege.ca) for key information on courses, graduation requirements, transfer credit, and more from the School of Software Design and Data Science.

Course Policies

To pass this subject you must:

- ***Achieve a grade of 50% or better on the weighted average of the tests.***
- ***Achieve a grade of 50% or better on the weighted average of all assessments and deliverables***
- ***Submit a complete working Project***

Grading Policy: http://www.senecacollege.ca/about/policies/grading-policy.html
The code for workshops #1 to #5 has two parts: one part with detailed instructions, and a second part with brief instruc-tions. Workshops #6 to #10 have two parts: one coding part with detailed instructions and one non-coding part.
Each workshop part 2 has a non-coding part: a reflection. Reflection does not have a mark associated but can incur a penalty of max 40% of the whole workshop's mark (parts 1 or 2) if the professor deems it insufficient.
The project is considered complete if all milestones are submitted, and the implementation follows the requirements from the project description.

A+	90% to 100%
A	80% to 89%
B+	75% to 79%
B	70% to 74%
C+	65% to 69%
C	60% to 64%
D+	55% to 59%
D	50% to 54%
F	0% to 49% (Not a Pass)

Academic Policies

http://www.senecacollege.ca/about/policies/academics-and-student-services.html
For further information, see a copy of the Academic Policy, available online (http://www.senecacollege.ca/about/policies/academics-and-student-services.html) or at Seneca's Registrar's Offices.

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