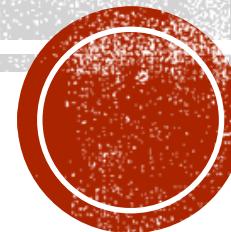




OBJECT-ORIENTED MODELLING & PROGRAMMING

SCS 1310



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**WHAT DO YOU WANT TO
LEARN IN THIS COURSE... .**



COURSE INTRODUCTION

SCS1310



COURSE SPECIFICS



NO OF CREDITS: 3
(2L + 1P)



SEMESTER: SECOND



CORE / OPTIONAL:
CORE



LECTURES:
2 HRS
(TOTAL: 30 HRS)



LAB SESSIONS:
2 HRS
(TOTAL: 30 HRS)

EVALUATION CRITERIA

- Assignments: 30%
 - Lab Session Submissions
 - In class Assignments/ Take Home Assignment
- Final Exam: 70%
 - 20 MCQs (40 Marks) and 2 Structured Questions (30 Marks each)

PASS MARK: 40



LECTURES & LAB SESSIONS

- Lectures: Thursdays from 10.00 am to 12.00 pm
- Lab Sessions
 - Lab Session (Gr1 & Gr2)
 - Day & Time: Monday (Gp 2) & Friday (Gp 1)
- Course Notifications: via UGVLE

SCS / Year 1 / Semester II

SCS1310 Object Oriented Modelling and Programming

Course Settings Participants Grades Reports More ▾

▼ General

[Collapse all](#)



Announcements

COURSE DESCRIPTION

This course provides a comprehensive introduction to the **Object-Oriented (OO) paradigm**, emphasizing the **design** and **implementation** of applications using OO principles.

By the end of the course, students will gain a solid understanding of **OOP concepts and methodologies**, enabling them to design and write **efficient, scalable, and maintainable code**.

The course lays a strong foundation for students to enhance their sw **design/programming skills** and pursue successful **careers in software development**.

INTENDED LEARNING OUTCOMES

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

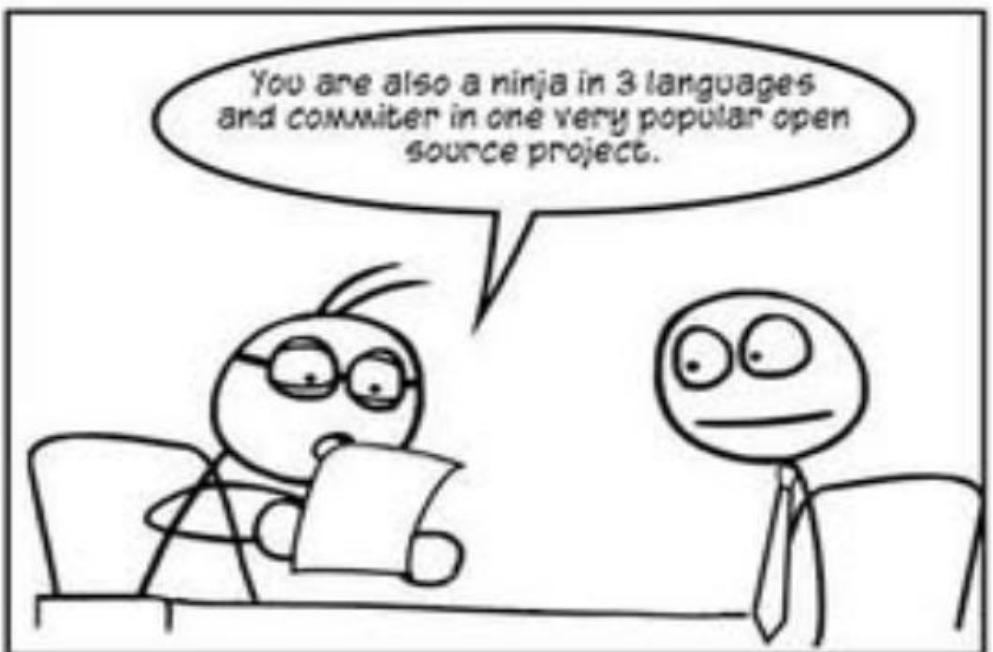
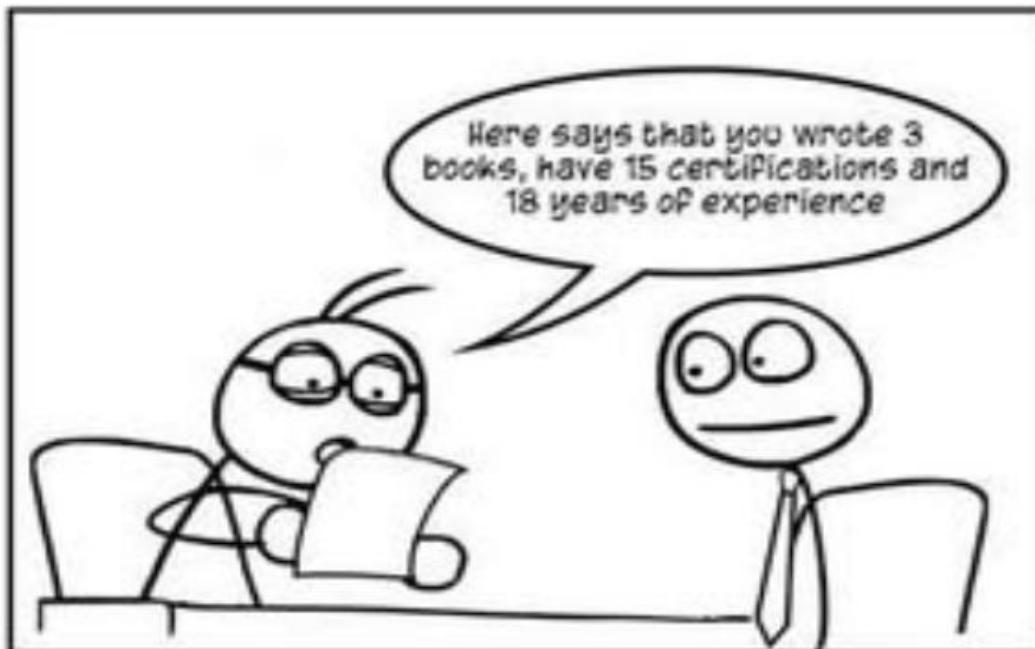
- Explain key **OOP concepts** like classes, objects, methods, properties, and relationships.
- Utilize **abstraction, encapsulation, polymorphism**, and **inheritance** in program design.
- Create and interpret **UML diagrams** such as use case, class, sequence diagrams etc.
- Design **reusable, flexible, and maintainable** code using best practices.
- Develop robust **error-handling mechanisms** with custom exception classes.
- Apply function and **class templates** for generic programming.

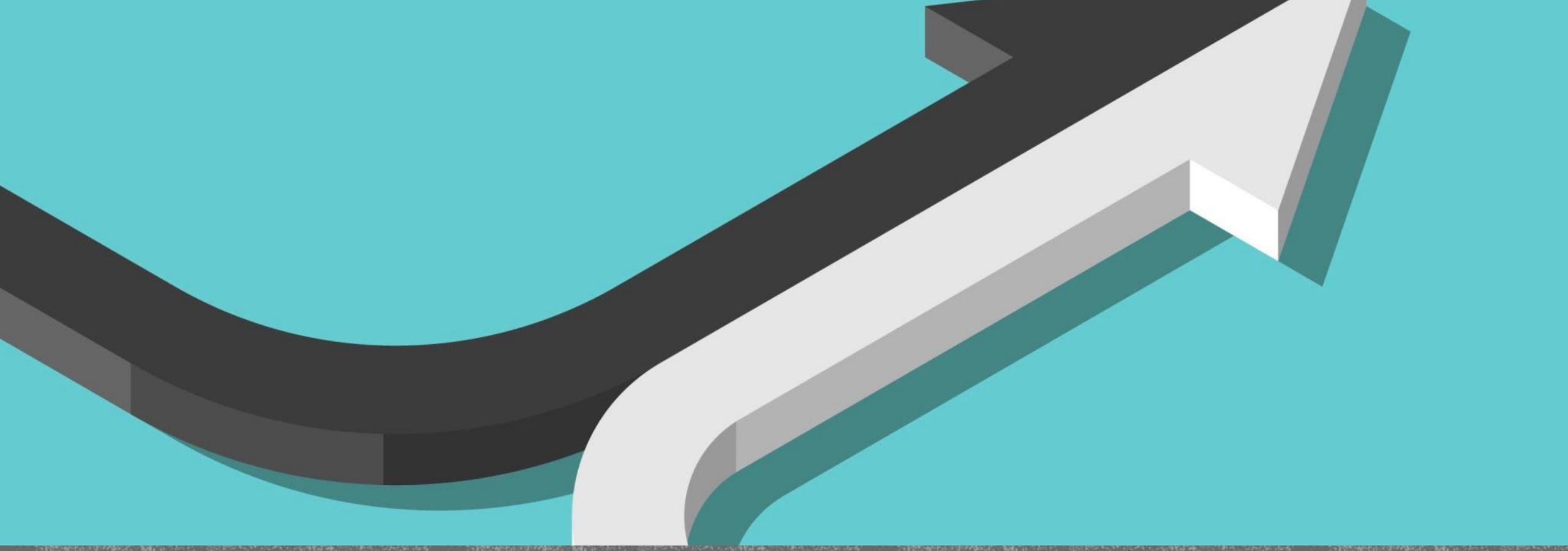
COURSE CONTENT

- Object Oriented Paradigm (4 Weeks – LNC)
- Fundamental Object-Oriented Concepts (4 Weeks – WVW)
- Unified Modelling Language (4 Weeks – LNC)
- Code Reusability and Flexibility (1 Week – WVW)
- Exception Handling (1 Weeks- WVW)
- Templates in C++ (1 Weeks- WVW)

COURSE REFERENCES

- Robert Lafore, 4th Edition, Object Oriented Programming in C++.
- Balagurusamy, E., 2021. Object-oriented programming with C++.
- Martin, R.C., 2009. Clean code: a handbook of agile software craftsmanship. Pearson Education.
- Booch, G., Maksimchuk, R.A., Engle, M.W., Young, B.J., Connallen, J. and Houston, K.A., 2008. Object-oriented analysis and design with applications. Addison-Wesley.





NEXT . . .

Object Oriented Paradigm

SCS1310

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