05016134
Object-Oriented Programming

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Description

This course introduces object-oriented programming principles using Java programming language.

- Basic Java programming

- Object-oriented programming concepts

- Creating and manipulating classes, objects

- Programming tools such as NetBeans IDE.

Objectives

- To understand object-oriented programming concepts
- To know basic Java programming
- To write Java programs using object-oriented programming techniques

Course Outline

1. Introduction to OOP

2. Getting Started with Java

3. Numerical Data

4. Defining Your Own Classes Part1

    – Create Custom Classes

    – Constructors

    – Information Hiding

Course Outline

5. Defining Your Own Classes Part1 (2)
    - Visibility Modifiers
    - Class Constants
    - Local Variables

6. Selection Statements

7. Repetition Statements

$\qquad$ --- Midterm ---

Course Outline

8. Defining Your Own Classes Part2
   - Returning an Object from a Method
   - Overloaded Methods and Constructor

9. Defining Your Own Classes Part2 (2)
   - Class Variables and Methods
   - Package

10. Exceptions and Assertions

Course Outline

11. Characters and Strings

12. Arrays and Collections
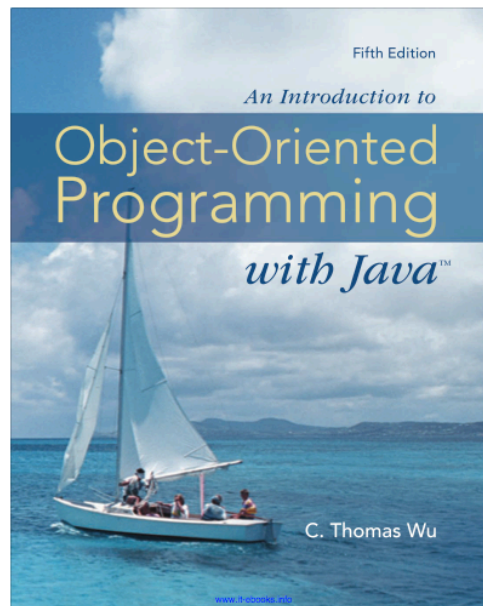
13. File Input and Output

14. Inheritance and Polymorphism

15. Abstract Classes and Interface

--- Final ---

Resources

- C. Thomas Wu, An Introduction to Object-Oriented Programming with Java, 5th Edition

Grading

- Attend – Participate   10%
- Lab – Assignment – Quiz   20%
- Midterm   35%
- Final   35%

Contact

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Question?