University of Engineering and Technology Lahore - New Campus (Kala Shah Kaku) Section Course Outline Report

Department: Computer Science (KSK) Printed Date: March 21, 2022

| Section Course Detail | | |
|-----------------------|------------------------------------|--|
| Semester | SPRING 2022 | |
| Department | Computer Science (KSK) | |
| Section | С | |
| Subject Title | CS-162 Object Oriented Programming | |
| Subject Domain | Non-Engineering | |
| Subject Knowledge | Humanities | |
| Contact | shehzad.asef@gmail.com | |

| | 1 | Domain | Domain Leve |
|---|--|--|--|
| Explain OOP concepts like object, class, data & function members, friend functions, message, abstraction, encapsulation, protection, composition, inheritance, polymorphism | PLO01 | | |
| Devise objects from description implementing their structure and behavior by defining data members, and member functions/operators with emphases on usability | PLO03 | | |
| Appraise optimal static and dynamic usage of memory and protecting memory breach and wastage | PLO02 | | |
| Interpret lifespan of objects defined as entry into, computational collaboration through messages and exit from logical spaces in computational tasks | PLO03 | | |
| | members, friend functions, message, abstraction, encapsulation, protection, composition, inheritance, polymorphism Devise objects from description implementing their structure and behavior by defining data members, and member functions/operators with emphases on usability Appraise optimal static and dynamic usage of memory and protecting memory breach and wastage Interpret lifespan of objects defined as entry into, computational collaboration through messages and exit from logical spaces in | members, friend functions, message, abstraction, encapsulation, protection, composition, inheritance, polymorphism Devise objects from description implementing their structure and behavior by defining data members, and member functions/operators with emphases on usability Appraise optimal static and dynamic usage of memory and protecting memory breach and wastage Interpret lifespan of objects defined as entry into, computational collaboration through messages and exit from logical spaces in PLO01 PLO03 | members, friend functions, message, abstraction, encapsulation, protection, composition, inheritance, polymorphism Devise objects from description implementing their structure and behavior by defining data members, and member functions/operators with emphases on usability Appraise optimal static and dynamic usage of memory and protecting memory breach and wastage Interpret lifespan of objects defined as entry into, computational collaboration through messages and exit from logical spaces in PLO01 PLO03 |

| Section Content | | | |
|-----------------|--|-------|--|
| Week (Lec) | Topics | CLO's | |
| week1 | Functions: prototype, definition, and call. Function parameter types: in, in-out and out only, value type, reference type. Reference and pointer differentiated. Runtime code segment and data segment explained. System Heap and Stack explained. | | |

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| Week (Lec) | Topics | CLO's | | | |
| week2 | Difference between non-structured programming, structured programming and Object Oriented Programming and problem solving. Where to store Structural, Behavioral and Capabilities with limitation and constraints. Object oriented approach to programming with Concepts of Object Orientation, e.g., Protection, Encapsulation, Abstraction, Messaging. Software reuse through Inheritance and Composition. Language extension view of OOP. | | | | |
| week3 | Migration from modular program having structures and functions to Classes & Object: syntax and semantics. Implicitly available member functions. Default constructor, copy constructor, destructor, = assignment operator, & address-of operator. Access modifiers: public, private. | | | | |
| week4 | Programmer defined constructor, copy constructor, destructor, assignment operator(=). Overloading constructors. Shallow and deep objects. Constructor's initializer list. | | | | |
| week5 | Separate declaration and definition of member functions. Accessors, utility methods, objects as argument and return type. Cascaded calls to functions; | | | | |
| week6 | Static members, const members, objects members; Constructor's initializer list revisited; uses of implicit this pointer/reference or me reference. | | | | |
| week7 | Arrow (->) operator, dynamic memory allocation with new operator to instantiate objects in the system heap and de-allocation of object memory with delete operator. | | | | |
| week8 | Operator Overloading: operator as member functions; operators as friend functions; Cascaded calls to operator functions; Restriction on friend operator functions [],(), -> | | | | |
| week9 | Composition and related concepts; Has-a relationship. Complex object. Partial classes | | | | |
| week10 | Composition Cont. (Association and Aggregation) | | | | |
| week11 | Inheritance: private and protected access modifiers. Is-a Relationship of base class and derived classes, Derived class functions overloading. Data member domination. | | | | |

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| Week (Lec) | Topics | CLO's | |
| week12 | Inheritance: Member function overriding; virtual functions; pure virtual functions. | | |
| week13 | Abstract classes; Concrete classes; Class hierarchy. Multiple inheritance; Diamond head problem; | | |
| week14 | Polymorphism: how to implement; compilation advantage. | | |
| week15 | Revision | | |