

JAVA – OOPS Gamification

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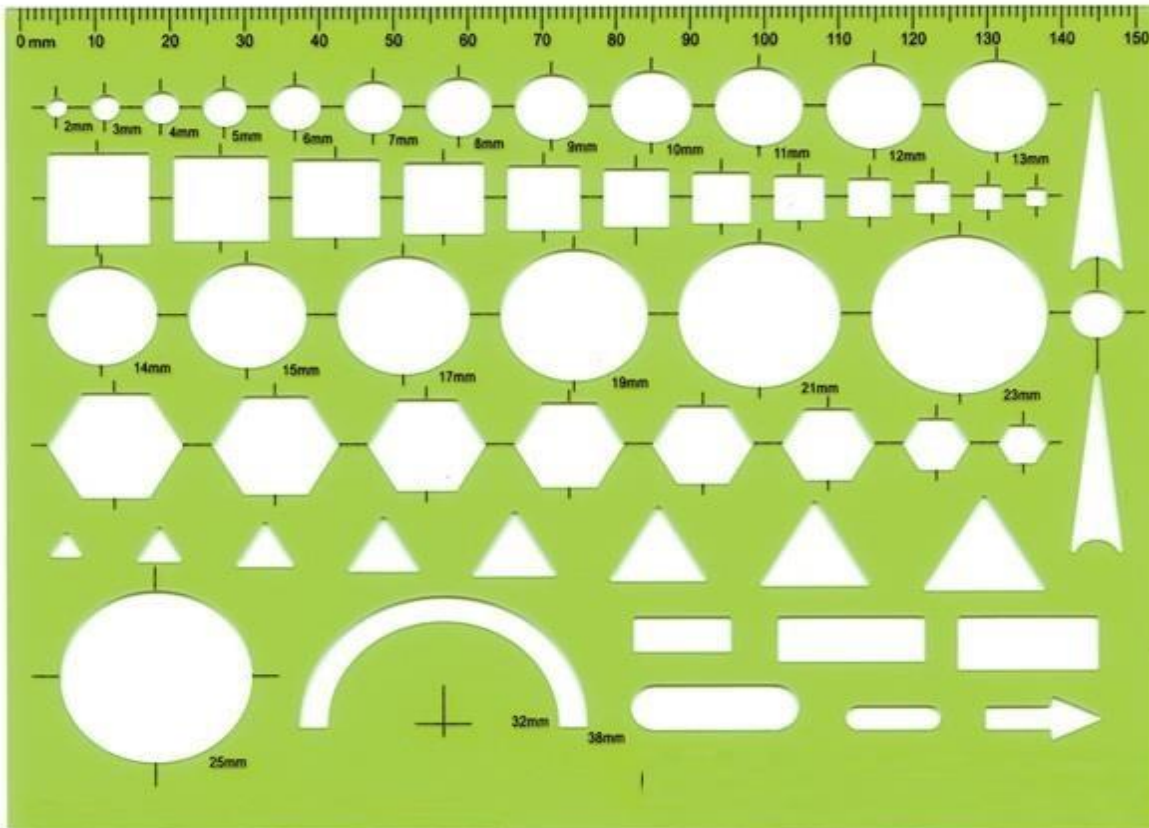
Course Name: Object Oriented Programing with Java

Name of the Game : Geometric Art



1 Name of the Topic : Class and Object, Polymorphism and Inheritance

Geometric stencil





Objective:

To help the participants to understand – class, object, polymorphism and inheritance through a game

Materials Required:

1. Geometric stencils
2. Chart Paper (1 Sheet for each team)
3. Pen / Pencil / Sketch Pens
4. Scissors (1 Pair per team)
5. Glue

Game 3:

The participants will be grouped into 3 to 4 batches depending on the size. The set of geometric stencils is placed at common areas accessible for all teams. Each team is presented with a sheet of chart paper, pen, pencil, sketch pens, a pair of scissors and glue. Each team is to select one geometric template and create a new geometrical shape using it. The shape can be 2 dimensional or 3 dimensional.

Debriefing:

Inheritance:

Inheritance can be defined as the process where one class acquires the properties (methods and fields) of another.

Just as in the game where one shape transforms into another but holds the properties of its original form, in OOP inheritance is when an object or class is based on another object or using the same implementation.