New England Institute of Technology

CIS 321.61 - Introduction to Object Oriented Programming
Summer 1999

Instructor:	Erik van Renselaar	Office Hours:	By appointment only
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I   Location and Time

Mondays:	5.45 PM – 9.15 PM:	CT313
~~Tuesdays:~~ *Wed.*	5.45 PM – 10.40 PM:	CT308 lab

One additional lab in week 7: Friday from 5.45 – 10.15 PM.

II   Course Materials

Required:

1) Deitel & Deitel, **C++ How To Program**, Second Edition, Prentice-Hall, Inc., 1997.

III   Course Description

Through the use of C++ and Java, students will develop more expertise in object-oriented programming. Topics to be covered will include classes, operator overloading, inheritance, polymorphism, linked lists, templates and exception handling.

IV   Learning Objectives

At the completion of this 10 week course, the student will be able to:

1) define important principles of object-oriented programming: classes, objects, encapsulation, inheritance and polymorphism.
2) explain why object-oriented programming results in better programs.
3) write well-documented C++ programs that make use of classes and inheritance.
4) create Java programs that use basic graphical user interface elements such as labels, push buttons and radio buttons.
5) write robust Java and C++ code using exception handling.