Ton Duc Thang University
Faculty of Information Technology

OBJECT-ORIENTED PROGRAMMING

INTRODUCTION

Course Description

- Module's name:

  OBJECT-ORIENTED PROGRAMMING (503005)
- Code:
- Credits: 4 (3.1)
- Prerequisite: Programming Methodology (501042)

Syllabus Outline

- Introduction to Java (Week 1 – 2)
- Object, class, Encapsulation (Week 3 – 5)
- Inheritance (Week 6)
- Abstract (Week 7)
- Polymorphism (Week 8)
- Collection of Data (Week 10 - 11)
- Exception (Week 12)
- Class Diagram in UML (Week 13)
- Nested class (Week 14)
- Design pattern (Week 15)

Textbooks

[1] Janet J. Prichard, Frank M. Carrano, [2011], Data Abstraction and Problem Solving with JAVA: Walls & Mirrors, 3rd Edition, Pearson Education, NJ.

[2] Bruce Eckel, [2006], Thinking in Java, 4th Edition, Pearson Education, NJ.

[3] Cay S. Horstmann, Gary Cornell, [2013], Core Java Volume I - Fundamentals, 9th Edition, Pearson Education, NJ.

[4] Craig Larman, [2004], Applying UML and Patterns: An Introdution to Object-Oriented Analysis and Design and Iterative Development, 3rd Edition, Addison Wesley Professional, Boston

Course Materials

You can find all materials on this course's Google Classroom.

Assessment

- 10% - Theory
- 20% - Midterm test
- 20% - Exercises + Assignments
- 50% - Final exam

Q & A