

Maulana Abul Kalam Azad University of Technology, West Bengal
(Formerly West Bengal University of Technology)

Object Oriented Programming

Code: PCC-CS503

Contacts: 3L

Name of the Course:	Object Oriented Programming		
Course Code: PCC-CS503	Semester: V		
Duration:6 months	Maximum Marks:100		
Teaching Scheme		Examination Scheme	
Theory:3 hrs./week		Mid Semester exam: 15	
Tutorial: NIL		Assignment and Quiz : 10 marks	
		Attendance: 5 marks	
Practical: hrs./week		End Semester Exam:70 Marks	
Credit Points:	3		

Unit	Content	Hrs/Unit	Marks/Unit
1	Abstract data types and their specification. How to implement an ADT. Concrete state space, concrete invariant, abstraction function. Implementing operations, illustrated by the Text example.	8	
2	Features of object-oriented programming. Encapsulation, object identity, polymorphism – but not inheritance.	8	
3	Inheritance in OO design. Design patterns. Introduction and classification. The iterator pattern.	6	
4	Model-view-controller pattern. Commands as methods and as objects. Implementing OO language features. Memory management.	6	
5	Generic types and collections GUIs. Graphical programming with Scale and Swing . The software development process	6	

Text book and Reference books:

1. Rambaugh, James Michael, Blaha – "Object Oriented Modelling and Design" – Prentice Hall, India
2. Ali Bahrami – "Object Oriented System Development" – Mc Graw Hill
3. Patrick Naughton, Herbert Schildt – "The complete reference-Java2" – TMH
4. R.K Das – "Core Java For Beginners" – VIKAS PUBLISHING
5. Deitel and Deitel – "Java How to Program" – 6th Ed. – Pearson
6. Ivor Horton's Beginning Java 2 SDK – Wrox
7. E. Balagurusamy – " Programming With Java: A Primer" – 3rd Ed. – TMH

Course Outcomes:

On completion of the course students will be able to

1. Specify simple abstract data types and design implementations, using abstraction functions to document them.
2. Recognise features of object-oriented design such as encapsulation, polymorphism, inheritance, and composition of systems based on object identity.
3. Name and apply some common object-oriented design patterns and give examples of their use.
4. Design applications with an event-driven graphical user interface.