1. **Session 3: Class and Object.**
2. **Intended Learning Outcome:**
   1. Learn about 3 basic paradigm of Object Oriented Programming.
   2. Learn about Class and Object.
   3. Learn how to draw UML diagram.
3. **Expected skills:  
   -** Can explain the basic paradigm of OOP.   
   - Will know the basic Idea of Encapsulation and detect encapsulation in a model.  
   - Will be able to describe what inheritance is and can give multiple examples to express it.  
   - Will know the idea of Polymorphism and can explain polymorphism with examples.   
   - Will be able to draw different UML class diagrams.
4. **Tools Required:**

a. JDK   
b. ECLIPSE / NETBEANS

1. **Session Detail:**1. Teacher will talk about 3 basic paradigm of OOP – Encapsulation, Inheritance and Polymorphism. (60 minute.  
   2. Teacher will give lecture on class and object. (20 minutes)  
   3. Teacher will give basic lecture on UML diagram. (30 minutes)  
   4. Teacher will draw some basic UML class diagram. (60 minutes)  
   5. Teacher will show object notation. (10 minutes)  
   6. Teacher will explain and implement Exercise no. \_\_\_\_ in Lab computer. (30 mintutes)  
   7. Teacher will explain and implement Exercise no. \_\_\_\_ in Lab computer. (30 minutes)
2. **Post Lab Exercise:**
3. **Further Readings:**

**[Exercise sheet is to be included]**