

Introduction to Programming (2)

Course Overview

Instructor Information

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Course Overview

- Course Objective
 - Understand OOP (Objected Oriented Programming) concepts an apply it to real programming
 - Data Abstraction/Encapsulation
 - Inheritance
 - Polymorphism
 - Etc.
 - Improve the ability of using advanced OOP features of C++

Reference Books

- No required textbook
- Reference book
 - C++ Primer (5th Edition), Stanley B. Lippman
 - Some of online material will be used

Grading Policy

- Class Attendance: 20%
 - The programming assignments will be provided for the practice class
 - You will get F grade if you miss (more than) 1/3 of the whole classes
- Assignment: 20%
 - The programming assignments will be provided during the practice class
- Midterm Exam: 40%
- Final Exam: 40%

Schedule

Week	Topic	Assignment	Note
1	Course Overview	HW#1	
2	C++ Basics - 1	HW#2	
3	C++ Basics - 2	HW#3	
4	Pointer and Dynamic Object	HW#4	
5	Class and Object	HW#5	
6	Constructor, Destructor, Copy Constructor, Friend	HW#6	
7	Midterm Exam		
8	Inheritance	HW#7	
9	Polymorphism – 1	HW#8	
10	Polymorphism – 2	HW#9	
11	Template	HW#10	
12	Standard Template Library - 1	HW#11	
13	Standard Template Library - 2		
14	Standard Template Library - 3		
15	Final Exam		

- Depending on your achievements, the schedule can be changed