

Course Outline

Course Title Introduction to Object Oriented Programming

Course Code PROG 1400

Hours 60

Credits 4

Prerequisites PROG 1101 or PROG 1700 or PROG 1102

Co-Requisites

Conditions

Course Description

This course is an introduction to the essentials of object oriented programming (OOP). This course provides an explanation of the paradigm on which OOP is based, and how it affects programming strategies and solutions.

Rationale

The course provides an introduction to OOP principles and the programming skills necessary to implement these in a current object oriented language.

Learning Outcomes

In keeping with NSCC's approach to portfolio learning, learners will have demonstrated the ability to:

- 1. Describe applications using core principles of object-oriented programming.
- 2. Implement object-oriented design principles in applications.
- 3. Manage and distribute code through code reuse and versioning.
- 4. Develop an object-oriented solution utilizing software modelling design documentation.

Grading

The pass for this course is 60%

Required Supplies

Under Development



Other Learning Resources

See your Instructor for details.

Other Information

Not Applicable

Other Course Notes

It is the responsibility of the student to review and understand all Nova Scotia Community College policies, most specifically the Student Community Standards, Academic Integrity, Student Appeals, Use of Copyright Materials, and Academic Accommodation policies. Policies directly applicable to students are referenced in the student handbook. The policies and procedures can be found on the College website: Policies & procedures (https://nscc.ca/policies/)

If you have questions about policies and/or procedures, you are encouraged to ask Faculty, your Academic Chair or Staff at Student Services.

Workplan

A workplan for this course is attached and will be reviewed by your faculty member(s) within the first week of class study.