

Course Definition File Object Oriented Programming and Design



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1. Basic Information

Course Name	Object Oriented Programming and Design (For IT)
Course Code	IPG204 (C#)
Number of Presentational Sessions*	2×12
Number of Synchronous Sessions**	12
Number of Shorter Tests***	3
Number of Exams***	1
Theoretical Sessions Work Load (hrs.)	72
Practical Session Work Load (hrs.)	36
Credit Hours	6

^{*}Each presentational session comprises both recorded lecture (1.5 hrs.) and interactive learning content (1.5 hrs.).

N.B.

Generally, each chapter requires two presentational sessions: one for the recorded content and one for the interactive content (unless the chapter is too long, in which case it may require more sessions). This note applies to synchronous sessions as well, where each chapter requires one synchronous session generally.

^{**}Each synchronous session comprises the interactive lecture carried out in real time in a virtual class (1.5 hrs.).

^{***}Each shorter test is 0.5 hr. long. The final exam is 2 hrs. long.

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2. Prerequisites courses

Course	code
Introduction to Programming (For IT)	IPG101 (C#)

3. Course Objectives

The basic idea behind Object Oriented Programming (OOP) is to combine into a single unit both data and the methods that operate on that data, and that helps us write complex code that we could possibly difficult to manage. The aim of this course is not only to teach students the fundamental concepts of OOP such as Abstraction, Polymorphism, Encapsulation and Inheritance; but also, to use these concepts in designing and implementing complex applications using C# language.

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4. Learning Outcomes (LO)

By the end of this course the learner is expected to:

- Understand deeply the concepts of OOP such as: classes, objects, abstraction, encapsulation, composition, inheritance, overloading and polymorphism.
- Use structure, interfaces, indexers, collections, delegates and events.
- Use namespaces.
- Know how to treat errors and handle exceptions.
- Design and implement OOP solutions using C# language.

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5. Assessment Results

			Assessment Type				
Chapter Number	Chapter Title	General Objectives	Interactive content & Recorded Sessions	Applied Activities (Synch. Sessions)	Final Exam*/ Shorter Tests**	Presentations And Interviews***	Reports***
CH1	Classes and Objects	Comprehension -Analytical Thinking - Tools And Application Hands-On	J	J	J	J	J
CH2	Static Members and Namespaces	Comprehension -Analytical Thinking - Tools And Application Hands-On	J	J	J	J	J
СНЗ	Encapsulation and Overloading	Comprehension -Analytical Thinking - Tools And Application Hands-On	J	J	J	J	J

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		Comprehension					
0114		-Analytical		,	,	,	
	Composition	Thinking –	,				,
CH4	Composition	Tools And	J	√	√ 	V	V
		Application					
		Hands-On					
		Comprehension					
		-Analytical					
CHE	Inheritance	Thinking -	,	,	,	1	J
СПЗ	CH5 Inheritance	Tools And	J	J	J	V	
		Application					
		Hands-On					
		Comprehension	1	J	√	√	√
	Method	-Analytical					
CH6	Hiding and	Thinking -					
CITO	Polymorphism	Tools And	٧				
	1 Olymorphism	Application					
		Hands-On					
		Comprehension					
	Abstract and	-Analytical					,
CH7	Sealed	Thinking –	,	1	J	1	
OII,	Classes	Tools And	٧	٧	٧	٧	٧
	Olasses	Application					
		Hands-On					

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		Comprehension				J	
		-Analytical		,	,		
CHO	Interferes	Thinking –	,				,
CH8	Interfaces	Tools And	J	J	√		J
		Application					
		Hands-On					
		Comprehension					
		-Analytical					
CHO	Eveentions	Thinking -	,	,	,	1	,
CH9	Exceptions	Tools And	J	√ 	J	J	J
		Application					
		Hands-On					
		Comprehension	J	J	J	√	J
		-Analytical					
CH10	Data	Thinking -					
CIIIU	Structures	Tools And	V				
		Application					
		Hands-On					
		Comprehension					
	Linked Lists	-Analytical					,
CH11	and	Thinking –	./	./	J	J	
31111	Generics	Tools And	٧	V	٧	V	V
	301101100	Application					
		Hands-On					

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		Comprehension	ension				
	Indexers,	-Analytical					
CU12	Collections,	Thinking –	,	,	,	,	,
CH12	Delegates	Tools and	V	V	J	J	V
	and Events	Application					
		Hands- On					

^{*}The final exam is two hours long and is given at the end of the course.

^{**}Shorter tests are about 30 minutes long and are given after three or four lectures throughout the semester during synchronous sessions.

^{***}Presentations, interviews, and reports are submitted once after each three or four lectures throughout the semester during synchronous sessions.

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6. Course Syllabus

Chapter	Subject	Content	Number of Learning Objects	Number of synchronous Learning Objects
CH1	Classes and Objects	 Classes and Objects in C# Fields and Properties Constructor vs. Destructor Value Types vs. Reference Types 	4	2
CH2	Static Members and Namespaces	 Static Fields and Methods Namespaces 	2	1
CH3	Encapsulation and Overloading	 Encapsulation Constructor Overloading Operator Overloading 	3	1
CH4	Composition	 Composition Concept Composition Examples 	2	1
CH5	Inheritance	 Inheritance Concept Inheritance and Access Modifiers Virtual Methods and Overriding Inheritance Hierarchy 	4	2
CH6	Method Hiding and Polymorphism	 Method Hiding Polymorphism's Examples 	2	1

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CH7	Abstract and	1. Abstract Classes	2	1
CH7	Sealed Classes	2. Sealed Classes and Methods	2	1
		1. Interface Concept		
CH8	Interfaces	2. Abstraction and Interfaces	3	1
СПо	menaces	3. Implicit and Explicit	3	1
		Implementation		
		1. Exception Handling		
CH9	Eveentions	2. Members of Exception Class	4	2
СПУ	Exceptions	3. User Defined Exception Classes	4	2
		4. Predefined Exceptions		
		1. Array		
CH10	Data Structures	ata Structures 2. Structure		1
		3. Boxing and Unboxing		
	Linked Lists and	1. Self-Referential Classes		
CH11	Generics	2. Linked Lists	3	1
	Generics	3. Generic Methods and Classes		
	Indexers,	1. Indexers		
CH12	Collections,	2. Collections	4	2
GHIZ	Delegates	3. Delegates	4	<i>L</i>
	and Events	4. Events		

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7. Practical Activity

Tools and Labs:

Tool Name	Description
Microsoft Visual Studio (version	Integrated Development Environment (IDE) from Microsoft
2013 or newer)	

Distribution of Practical Activities by chapters:

Chapter	Activities Type	Remarks
CH1	□ Exercises	
	☐ Assignments	
	□ Webinars	
	□ Projects	
	☑ Experiments	
	☐ Discussion	
CH2	☑ Exercises	
	✓ Assignments	
	□ Webinars	
	□ Projects	
	☑ Experiments	
	☐ Discussion	

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СН3	☑ Exercises
	☑ Assignments
	□ Webinars
	□ Projects
	☑ Experiments
	☐ Discussion
CH4	☑ Exercises
	✓ Assignments
	□ Webinars
	□ Projects
	☑ Experiments
	☐ Discussion
CH5	☑ Exercises
	✓ Assignments
	□ Webinars
	□ Projects
	☑ Experiments
	☐ Discussion
СН6	☑ Exercises
	✓ Assignments
	□ Webinars
	□ Projects
	☑ Experiments
	☐ Discussion

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CH7	☑ Exercises
	✓ Assignments
	□ Webinars
	□ Projects
	☑ Experiments
	☐ Discussion
CH8	☑ Exercises
	✓ Assignments
	□ Webinars
	□ Projects
	☑ Experiments
	☐ Discussion
CH9	☑ Exercises
	☑ Assignments
	□ Webinars
	□ Projects
	☑ Experiments
	☐ Discussion
CH10	☑ Exercises
	☑ Assignments
	☐ Webinars
	□ Projects
	☑ Experiments
	☐ Discussion

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CH11	☑ Exercises
	☑ Assignments
	□ Webinars
	□ Projects
	☑ Experiments
	☐ Discussion
CH12	☑ Exercises
	☑ Assignments
	□ Webinars
	□ Projects
	☑ Experiments
	☐ Discussion

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8. References

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