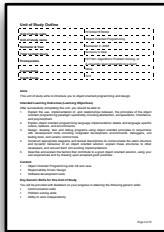


# Unit Outline



A document titled 'Unit Outline' showing a table of contents and a list of learning outcomes. The table of contents lists chapters 1 through 10. The learning outcomes are listed below the table.

Chapter	Topic
1	Introduction to Object Oriented Programming
2	Object Oriented Programming
3	Object Oriented Programming
4	Object Oriented Programming
5	Object Oriented Programming
6	Object Oriented Programming
7	Object Oriented Programming
8	Object Oriented Programming
9	Object Oriented Programming
10	Object Oriented Programming

Learning Outcomes

- 1. Understand the basic concepts of Object Oriented Programming
- 2. Understand the basic concepts of Object Oriented Programming
- 3. Understand the basic concepts of Object Oriented Programming
- 4. Understand the basic concepts of Object Oriented Programming
- 5. Understand the basic concepts of Object Oriented Programming
- 6. Understand the basic concepts of Object Oriented Programming
- 7. Understand the basic concepts of Object Oriented Programming
- 8. Understand the basic concepts of Object Oriented Programming
- 9. Understand the basic concepts of Object Oriented Programming
- 10. Understand the basic concepts of Object Oriented Programming

Intended  
Learning  
Outcomes

Assessment  
Criteria

Develop Teaching and  
Learning Activities and  
Resources

Select / Develop

Portfolio Assessment

Character Assessment Approach



Teaching and Learning  
Activities

Teaching and Learning  
Resources

(a) Prior to the  
Teaching Period

Teaching Staff