

Course Outline 2021 - 2022

Course:	COSC 601 - Introduction to Programming 2
Course Description:	You will develop problem-solving skills through the use of detailed algorithms and be introduced to structured and object oriented design techniques. The course content includes continuing the evolution of methods, encapsulation, instantiating and using objects. It includes Overriding and Abstract Methods, Interfaces, Inheritance, Dynamic Binding and Polymorphism.
Pre Requisites:	• COSC 600
Co Requisites:	• N/A
Course Hours:	45 hours
Credit Units:	3.0 credits
Student Assessment:	• 2-3 Assignments (20%), 1 Midterm (40%), Final (40%)
Grade/Passing Grade:	• 50%
PLAR Method:	• N/A
Learning Resources:	Liang, Y. Daniel. <i>Introduction to Java Programming: Comprehensive Version</i> . 12 th ed. Prentice Hall, 2020.
Learning Outcomes:	 Use Arrays to manage collections of primitive values or object references. Analyze common array algorithms for searching and sorting. Create a program using objects and object oriented techniques. Design reusable classes using inheritance and interfaces. Design extensible classes through polymorphism.
Prepared/Updated by: Date:	Derrick Danyluk January 2021
Approved by Program Head: Date:	Ron New January 2021



Approved by Academic Chair: Date:	Bill Walsh January 2021

Cosc601

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