

CCIT4023: Object-Oriented Programming (OOP)

Unit 12 Course Summary Examination Guidelines and Information

(2025-2026)

Object-Oriented Programming

- U1: Introduction to Object-Oriented Programming and Java
- U2: Basic Java Programming - I
- U3: Basic Java Programming – 2
- U4: Using Given Classes, and Some Standard Classes
- U5: Object-Oriented Concepts – Defining Class
- U6: Major Object-Oriented Features
- U7: Arrays & Lists; Abstract Class & Interface
- U8: Exception and Basic GUI
- U9: File I/O and File Manipulation
- U10: GUI I - Composition and Layout
- U11: GUI 2 - Event-Driven Programming
- U12: Course Summary, Examination Guidelines and Information

OOP final exam

- Date: 2025-12-20 (Sat, AM)
- Time: 9:30 PM – 11:30 PM
- Venue: Please refer to your personalized timetable via SCORE for the designated exam venue and seat number

OOP final exam

- 2-hour closed-book written exam
- No computer is available
- No calculator is allowed
- Bring your own stationary, especially a pencil

- The exam paper consists of TWO parts
- Section A (30%) contains 15 MC questions
- Section B (70%) contains 6 long questions
- Write your Student ID number, seat number, class number and exam venue on the cover of answer book(s), MC/OMR answer sheet and every extra page of answer sheet(s)/paper(s) provided.

- Put ALL answers to the long questions in the answer book provided.
- All your answers to the multiple choice (MC) questions must be marked on the MC/OMR answer sheet provided.

OOP final exam

You must fill in the information (a) to (g) below, including the bubbles otherwise the answer sheet could not be marked by the OMR scanner.

(a) Course Title

Course Title

General English III

(b) Course Code

Course Code

CCEN4003

(c) Class number

Class number

CL - 01

(d) Seat Number

Seat Number

100

(e) Date

Date

21 Oct 2017

(f) Fill in the
“Candidate
Number”, i.e.
Student ID Number

Candidate Number

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- Materials from Unit I to Unit II will be tested in the exam
- Questions related to Unit 8 to Unit II will be in Section A (MC) only
- Materials marked with "Reference Only" are NOT required
- You should review the lecture notes, lab exercises and assignment exercises in preparation

OOP final exam

- Style of programming questions in the exam are similar to question B2 and B3 of the Assignment 3
- Followings are some of the programming techniques that you should know:
 - usage of control flow and array
 - write Java code to display information on the console terminal
 - create Java classes, constructors and methods according to requirements (including the use of the keyword this)
 - write Java class with inheritance
 - override method(s) and the usage of the modifier
 - define accessibility (the use of private, public, protected, etc)

Object-Oriented Programming



. Thank You!