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| **Programme** | **Information Technology** | | | | |
| **Course Code** | **SOFT605** | | | | |
| **Course Title** | **Object Oriented Programming** | | | | |
| **NZQF Level** | **6** | | | | |
| **Credits** | **15** | | | | |
| **Prerequisites** | **None** | | | | |
| **Co-requisites** | **None** | | | | |
| **Restrictions** | **None** | | | | |
| **Course Aims** | The aim of the course is to develop students’ skills in object oriented programming. The students will gain the knowledge to create the applications for the business environment using object oriented programming concepts. | | | | |
| **Learning**  **Outcomes** | **The learners will be able to:** | | | | |
| **LO 1** | Plan and design object oriented programming approach to solve a business problem. | | | |
| **LO 2** | Develop a program using Object Oriented concepts and programming language constructs. | | | |
| **LO 3** | Incorporate data structures, control structures and handle exceptions. | | | |
| **LO 4** | Incorporate Graphical User Interface into programs that allows users to interact with system resources to receive, store, process data and display information. | | | |
| **LO 5** | Develop workplace soft-skills including carrying out individual research and/or delivering oral presentations | | | |
| **Average**  **Learning** | **Teaching Hours** | | **Self-directed Hours** | **Total Hours** | **Total**  **Weeks**  **(where appropriate)** |
| 72 | | 78 | 150 | 14 |
| **Summative Assessment** | **Description** | | | **Weight** | **Learning Outcomes** |
| Assignment 1 | | | 30% | 1,2,3,4,5 |
| Midterm Test | | | 30% | 2,3,4 |
| Assignment 2 | | | 40% | 2,3,4,5 |
| **Content** | * Course introduction * Introduction to OOP * Introduction to OOP Languages * OOP Language building blocks * Operators and statements * Data Structures * OOP Core concepts * Exception Handling * Data Storage, retrieval and presentation * Apply OOP concepts in other OOP language (C#) | | | | |
| **Delivery Methods** | Face-to-face | | | | |