

**Faculty of Computers & Information Technology**

**Computer Programming 2**

**Information :**

**Course Code :** CSC 213

**Level :** Undergraduate

**Course Hours :** 3.00- Hours

**Department :** Faculty of Computers & Information Technology

**Instructor Information :**

Title	Name	Office hours
Lecturer	Mahmoud Sami Abdelaziz Othman	1
Lecturer	HEBA MOHSEN MOHAMED MOSAAD HUSSIEN	2
Teaching Assistant	Gehad Assem Elsayed El-naggar	
Teaching Assistant	Yasmin Amr Ahmed Anwar Ali Badr	2
Teaching Assistant	Hadeer Khalid Tawfik El Zayat	2

**Area Of Study :**

Object-oriented programming: data abstraction, encapsulation, classes, objects, templates, operator overloading, function overloading, inheritance, polymorphism, exception handling, and streams language to develop computer programs.

**Description :**

Object-oriented programming: data abstraction, encapsulation, classes, objects, templates, operator overloading, function overloading, inheritance, polymorphism, exception handling, and streams

**Course outcomes :**

**a.Knowledge and Understanding: :**

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| 1 - | To understand the principles of the object oriented programming paradigm specifically including abstraction, encapsulation, inheritance and polymorphism |
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**b.Intellectual Skills: :**

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| 1 - | Construct appropriate diagrams and textual descriptions to communicate the static structure and dynamic behavior of an object oriented solution                  |
| 2 - | Describe and explain the factors that contribute to a good object oriented solution, reflecting on your own experiences and drawing upon accepted good practices |

**c.Professional and Practical Skills: :**

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|-----|---|
| 1 - | Use an object oriented programming language, and associated class libraries, to develop object oriented programs                      |
| 2 - | Design, develop, test, and debug programs using object oriented principles in conjuncture with an integrated development environment- |

### **Course Topic And Contents :**

<b>Topic</b>	<b>No. of hours</b>	<b>Lecture</b>	<b>Tutorial / Practical</b>
Introduction to Java	4	2	2
Primitive Data Types and Operations	4	2	2
Control Statements	4	2	2
Methods	4	2	2
Arrays & Strings	4	2	2
Objects and Classes	4	2	2
Midterm -1	3	1	2
Class Inheritance & Polymorphism	4	2	2
Abstract & Interface classes	4	2	2
Midterm-2	3	1	2
Exception Handling	4	2	2
Final Exam	4	2	2

### **Teaching And Learning Methodologies :**

Lectures
Exercises
Practical training
Self-Study
Open Discussion
Presentation
Project
Web site searches
E-learning
Case Study

### **Course Assessment :**

<b>Methods of assessment</b>	<b>Relative weight %</b>	<b>Week No</b>	<b>Assess What</b>
Assignment	5.00	11	
Attendance	5.00	2	
Final Exam	40.00	12	
Mid-Term Exam1	15.00	7	
Mid-Term Exam2	15.00	10	
Project	20.00	11	

