

**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	HEBA MOHSEN MOHAMED MOSAAD HUSSIEN	7
Lecturer	HEBA MOHSEN MOHAMED MOSAAD HUSSIEN	7
Lecturer	HEBA MOHSEN MOHAMED MOSAAD HUSSIEN	7
Assistant Lecturer	Amr Mansour Mohsen Afifi	2
Teaching Assistant	Hadeer Khalid Tawfik El Zayat	6
Teaching Assistant	Mahmoud Magdy Mohamed Abdo	2
Teaching Assistant	YASMIN AMR AHMED ANWAR ALI BADR	2
Teaching Assistant	Mariam Ali Ibrahim Elsayed	3
Teaching Assistant	SALMA ROSHDY AHMED BADWY ALY	

**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: :**

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: :**

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: :**

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

**Course Topic And Contents :**

Topic	No. of hours	Lecture	Tutorial / Practical
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 :**

Methods of assessment	Relative weight %	Week No	Assess What
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	

