

Faculty of Computers and Information Technology

Computer Programming-2

Information:

Course Code: CS213 Level: Undergraduate Course Hours: 3.00- Hours

Department: Faculty of Computers and Information Technology

Instructor Information:					
Title	Name	Office hours			
Lecturer	Amr Mansour Mohsen Afifi	5			
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Area Of Study:

Explain the different object oriented programming concepts.

Analyze a given requirement to match the object oriented programming concepts.

Compare and select methodologies from range of techniques, theories and methods to develop an object oriented programming.

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 Apply the basic concepts and theories of algorithms using pseudo-code.
- 2 Combine and evaluate different structured programming tools.
- 3 Use the concepts of inheritance, polymorphism, the Abstract classes, Interfaces and object oriented programming model.
- 4 Analyze the object oriented programming logic, techniques and use in practical applications.



b.Intellectual Skills: :			
1 -	Illustrate a set of methods for a given problem associated with their results		
2 -	Select appropriate methodologies and techniques for a given problem solution and		

- 2 Select appropriate methodologies and techniques for a given problem solution and setting out their limitations, restrictions and errors using object oriented programming.
- 3 Evaluate and justify different solutions using well-defined object oriented programming criteria's.
- 4 Compare and differentiate between algorithms, methods and techniques used in object oriented programming.

c.Professional and Practical Skills: :

- 1 Analyze, design, implement and test object oriented programming techniques to solve various problems.
- 2 Apply and design methodologies of object oriented programming different supporting tools.
- 3 Use human computer interaction principles in the construction and evaluation of user interfaces for object-oriented programming language applications.

d.General and Transferable Skills::

- 1 Exploit a range of learning resources.
- 2 Utilize effectively general computing facilities

ABET Course outcomes:

- 1 Demonstrate adequate understanding of different object-oriented programming concepts.
- 2 Analyze, compare, and select appropriate object-oriented programming techniques for solving complex computing problems.
- 3 Demonstrate basic proficiency of developing object-oriented solutions for complex computing problems.
- 4 Test, evaluate, and debug object-oriented programs to identify syntax and run-time errors.

Course Topic And Contents :				
Topic	No. of hours	Lecture	Tutorial / Practical	
Introduction to Computer Programming	4	2	2	
Fundamentals of a JAVA Program- Data Types and Operators	4	2	2	
Control Structures - Creating Conditional Statements	4	2	2	
Creating Iteration Statements	4	2	2	
Methods	4	2	2	
Arrays	4	2	2	
The conceptual basis of Object Orientated Programming	4	2	2	
Primitive data types and data types as objects. Data Abstraction and encapsulation	4	2	2	
Mid Term Exam	2			
Classes and object as abstract data types	4	2	2	
An object-oriented programming language syntax, creating objects from class definitions - Inheritance	4	2	2	
OOP: Polymorphism, Abstract class, Interface.	4	2	2	
Project presentation	4	2	2	
Final Exam	2			



Teaching And Learning Methodologies:

Interactive Lectures including discussion

Practical Lab Sessions

Self-Study (Project / Reading Materials / Online Material / Presentations)

Case Studies

Course Assessment :					
Methods of assessment	Relative weight %	Week No	Assess What		
Assignments	5.00	4			
Final Exam	40.00	14			
Midterm Exam (s)	20.00	9			
Others (Participations)	5.00				
Presentations	5.00	12			
Quizzes	10.00	5			
Team Work Projects	10.00	12			

Course Notes:

Course Notes are available with all the slides used in lectures in electronic form on Learning Management System (Moodle)