Faculty of Computers and Information Technology

Object Oriented Programming

Information :

Course Code :	CSC 224	**Level :**	Undergraduate	**Course Hours :**	3.00- Hours

Department : Faculty of Computers and Information Technology

Instructor Information :

Title	Name	Office hours
Lecturer	Maryam Nabil Zakaria Al Berry	
Teaching Assistant	Gehad Assem Elsayed Ali Hussein	3

Area Of Study :

This course teaches object-oriented programming. Object-orientated programming offers a natural method for designing software systems that build on the concepts of data abstraction, information hiding and modularity. Students will design and implement solutions to problems using an object-oriented programming language.

Description :

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Course outcomes :

a.Knowledge and Understanding: :	
1 -	To understand the principles of Object Oriented Programming
b.Intellectual Skills: :	
1 -	Understand the mathematics, algorithms design, and Programming skills needed to develop applications
c.Professional and Practical Skills: :	
1 -	Use JAVA programming language, and associated libraries, to develop Computer application

Course Topic And Contents :

Topic	No. of hours	Lecture	Tutorial / Practical
Primitive Data Types and Operations	4	2	2
Control Statements	4	2	2
Methods - Arrays ï String	4	2	2
Objects and Classes- Inheritance	4	2	2
Graphical User Interface (GUI)	4	2	2
Using Colors, Fonts, and Font Metrics Drawing Geometric Figures	4	2	2

Course Topic And Contents :

Topic	No. of hours	Lecture	Tutorial / Practical
Midterm -1	3	1	2
Applets	4	2	2
Graphics and Imaging-1	4	2	2
Midterm-2	3	1	2
Graphics and Imaging-2	4	2	2
Graphics Color	4	2	2
Java networking-1	4	2	2
Java networking-2	4	2	2

Teaching And Learning Methodologies :

Lectures
Exercises
Projects
Practical training
Presentation
Open Discussion
Web-Site searches
E. Learning
Self Studies
Case Study

Course Assessment :

Methods of assessment	Relative weight %	Week No	Assess What
Assignments	5.00	4	
Attendance	5.00	2	
Final Exam	40.00	12	
Mid-term Exam 1	15.00	7	
Mid-term Exam 2	15.00	10	
Project	20.00	11	To develop an related application

Recommended books :

1. Harold, Elliotte, JAVA Network Programming, Third Edition, O'Reilly Media,
2. Herbert Schildt, Java: The Complete Reference, McGraw-Hill Osborne Media; 7 edition,
3. Peter DePasquale, Java Backpack Reference Guide, Publisher: Addison Wesley