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Department of Computer Engineering	
Object Oriented Programming (66212)	
Total Credits	**3**
major compulsory	
Prerequisites	P1 : Data Structure and Algorithms (66211)

Course Contents

Object oriented concepts, Java programming, Graphical User Interface components, Multithreading, Exception handling, files and streams in java.

	Intended Learning Outcomes (ILO's)	Student Outcomes (SO's)	Contribution
1	Demonstrate an understanding of the fundamental and advanced knowledge in object-oriented concepts.	A	60 %
2	Apply the principles of object oriented development process and GUI to analyze and design solutions for programming problems.	C	25 %
3	Apply algorithmic methods to solve engineering problems using Java language.	K	15 %

Textbook and/ or Refrences

Java How to Program, 8th or 9th edition By Paul Deitel and Harvey Deitel

Assessment Criteria	Percent (%)
First Exam	20 %
Second Exam	20 %
Homeworks	10 %
Projects	10 %
Final Exam	40 %

Course Plan

Week	Topic
1	Introduction to object oriented programming.
1	Introduction to Java applications
2	Control Structures
2	Methods in Java.
3	Arrays in Java.
4- 6	Object Oriented Programming (Classes and Objects, Encapsulation, Packages, Inheritance, Abstract classes, Interfaces, Polymorphism and Encapsulation)
6	First exam
7	String and Character classes
7	Graphics and Java2D
8- 11	Graphical User Interface (GUI) : (GUI Components, Event Handling, Exceptions Handling).
12- 13	Multithreading.
13	Second exam
14- 15	Files and Streams.
16	Introduction to Java Applets.
16	Final exam