Course Information

BCS 2143 / DCS 2133
Object Oriented Programming

Synopsis

This course introduce the concept of object orientation and object-oriented (OO) language using any OO programming language such as JAVA. It will highlight on the utilizing of OO concept that expose students to class and object, inheritance, polymorphism, Unified Modelling Language (UML) design, exception handling, Graphical User Interface (GUI) as well as event-driven programming

Course Outcome

Students should be able to:

- ❑ Demonstrate the ability of proposing solution based on object-oriented approach to the given problem (CO1)
- ❑ Able to translate or implement from OOAD to working application/system (CO2)
- ❑ Explain, explore and manipulate the proposes solution to build the application (CO3)

References

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- C.Thomas Wu, An Introduction to Object-Oriented Programming with JAVA, 5th edition, Mc Graw Hill, 2010, QA76.64 .W83 2010
- Mala, D.Jeya, Object Oriented Analysis Design Using UMP, McGrawHill, 2013, QA76.9.S88 M35 2013, QA76.9.S88 M35 2013
- D.S.Malik, Java Programming: From Problem Analysis to Program Design, 5th Edition, Course Technology Cengage Learning, 2012.QA76.76.J38 M35 2012
- B.Bernd and A.H.Dutoit, Object Oriented Software Engineering: using UML, patterns, and Java. 3rd Edition, Pearson/Prentice Hall, 2010. QA76.758 .B78 2010

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