



"حيث تصبح الرؤية و اقعاً" "When Vision Becomes Reality"

" عراقة وجودة" Tradition and Quality

Faculty	Faculty Of Science & IT	Department	Software Engineering
Course number	0114221	Course title	Object Oriented Programming
Number of credit hours	3	Pre-requisite/co-requisite	0120110

This course gains knowledge about basic Java language syntax and semantics to write Java programs and use concepts such as variables, conditional and iterative execution methods etc. Beside; understanding the fundamentals of object-oriented programming in Java, including defining classes, objects, invoking methods, in addition to the main principles in OOP that talks about "Encapsulation", "Inheritance", "Polymorphism" and "Interface".

	Course goals and learning outcomes	
Goal 1	Understand fundamentals of programming such as variables, conditional and iterative execution, methods, and arrays.	
Learning outcomes	1.1 Knowledge of the structure and model of the Java programming language.1.2 Use the Java programming language for various programming technologies.	
Goal 2	Understand fundamentals of object-oriented programming in Java, including defining classes, invoking methods, using class libraries, etc.	
Learning outcomes	2.1 Develop software in the Java programming language,2.2 Propose the use of certain technologies by implementing them in the Java programming language to solve the given problem	
Goal 3	Have the ability to write a computer program and Java application to solve specified problems and object oriented problems	
Learning outcomes	3.1 Choose an engineering approach to solving problems, and be a good software developer.3.2 Evaluate user requirements for software functionality required to decide whether the Java programming language can meet user requirements	
Textbook	- Java Programming 8th Edition, Jan 23, 2015, by Joyce Farrell,	





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	ISBN-10: 1285856910
	 Java Methods: Object-Oriented Programming and Data, February 15, 2015, by Maria Litvin and Gary Litvin.
Supplementary references	2- Java Programming, 7th Edition 7th Edition, Jan 31, 2013 by Joyce Farrell, ISBN-10: 1285081951
	3- Learning Java Through Games 1st Edition, Dec 24, 2013 by Lubomir Stanchev, ISBN-10: 1466593318.

Course timeline				
Week	Number of hours	Course topics	Pages (textbook)	Notes
01	1 1 1	Introduction to Java and Creating Java Program Writing first Java program and makes run to it Using Data and arithmetic operations	11 – 31 53 – 81 87 - 111	
02	1 1 1	Scanner Class Making Decisions (if statement, if else) nested if statements and switch statement Examples	78 – 81 245 - 299	
03	1 1 1	Looping (for statement) while statement Nested loop, Examples	301 - 352	
04	1 1 1	Using Methods Using Methods Understanding Blocks and Scope	119 – 136 184	
05	1 1 1	Methods Overloading, Math Class First Exam Answering Exam question and discussion	192, 221	
06	1 1 1	Arrays Arrays Arrays		
07	1 1	Using Two-Dimensional Arrays Understanding Classes, Objects and Encapsulation	452 7	





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Detailed Course Description - Course Plan Development and Updating Procedures/ Department Software Engineering QF01/0408-3.0E	Detailed Course Description - Course Plan Development and Updating Procedures/ Department Software Engineering	QF01/0408-3.0E

	1	Learning about classes and objects	142 - 145	
1		Creating a Class and Organizing Classes	145 - 150	
1 U	Declaring Objects and using their methods	154, 155		
	Understanding Data hiding (Encapsulation)	156		
	1	Introduction to Using Constructor	159 - 163	
09	1	Using Constant Fields	213 -220	
	1	Using Static Fields and Static methods		
	1	Understanding Composition and Nested Classes	230 – 234	
10	1	Understanding Composition and Nested Classes	243	
	1	Case Problem	243	
	1	Advanced Inheritance Concepts		
11	1	Advanced Inheritance Concepts 537 - 564		
	1	Advanced Inheritance Concepts		
	1	Practice and more examples		
12 1		Second Exam		
	1	Answering Exam question and discussion		
	1	Creating Interfaces to Store Related Constants	570	
13 1		Understanding Polymorphism	9	
		Case Problem	590	
	1			
14	1	Character and Strings	353 - 391	
	1			
	1	Review of previous chapters and solve more		
15	1	examples	-	
	1			
16	1	Final Exam	-	

Theoretical course	Participation = 10%	Practical (clinical)	Semester students'
evaluation methods	First exam 20%	course evaluation	work = 50%
and weight	Second exam 20%	methods	(Reports, research,
	Final exam 50%		quizzes, etc.)
			Final exam = 50%

Approved by head of department	Date of approval	
исрагенене		

Extra information (to be updated every semester by corresponding faculty member)





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Name of teacher	M. Rana Bader	Office Number	
Phone number (extension)		Email	drranab@zuj.edu.jo
Office hours			