

Detailed Course Description - Course Plan Development and Updating Procedures/ Computer Information Systems Department	QF01/0408-3.0E
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Faculty	Faculty of Science and Information Technology	Department	Computer Information Systems
Course Number	0113222	Course Title	Object Oriented Programming
Number of Credit Hours	3	Pre-Requisite/Co-Requisite	Principles Of Programming

Brief Course Description

This course introduces the fundamentals of object oriented programming (OOP) using JAVA programming language. The course presents declaration statements, I/O statements, control statements, methods, arrays, classes and objects and their relations (association, aggregation, and composition), abstract classes ,inheritance, polymorphism, and interface, introduction to exception handling

Course Goals and Learning Outcomes	
Goal 1	Understand fundamentals of programming such as variables, conditional and iterative execution, methods, etc.
Learning Outcomes	1.1 Understand the basic approaches to the design of software applications. 1.2 Write programs that use primitive data types, and data structures including arrays 1.3 Apply the techniques of structured (functional) decomposition to break a program into smaller pieces.
Goal 2	Understand fundamentals of object-oriented programming in Java, including defining classes, invoking methods, using class libraries, etc
Learning Outcomes	2.1 Knowledge of the structure and model of the Java programming language. 2.2 Create a software application using the Java programming language using classes, sub classes and interfaces. 2.3 Students should be able to analyze and design a computer program to solve real world problems based on object-oriented principles
Goal 3	Create, debug and test a software application using the Java programming language.
Learning Outcomes	3.1 Design, implement, debug, and document programs that use basic data types and computation, simple I/O, conditional and iterative structures, and methods. 3.2 Test java applications using object oriented principles.
Goal 4	Be aware of the important topics of software development, and the ability to write a computer program to solve specified problems.
Learning Outcomes	4.1 Develop software in the Java programming language 4.2 Be able to write computer programs to solve real world problems in Java. 4.3 Write a package consist of many classes and interface.
Textbook	1. Deitel and Deitel, Java™ How to Program, 11 th edition, Pearson, Inc., 2017
Supplementary References	1. 1D.S. Malik, JAVA programming: from problem analysis to program design, 5 th edition, Thomson Course Technology, Canada, 2012. 2. Joyce Farrell, Java Programming, 8th Edition , Cengage Learning, 2015. 3. By Bart Baesens, Aimee Backiel, Seppe vanden Broucke, Beginning Java Programming: The Object-Oriented Approach. 1st Edition, John Wiley and Sons, Inc, 2015.

Course Timeline				
Week	Number of Hours	Course Topics	Pages (Textbook)	Notes
01	1 1 1	Introduction to Computers, the Internet and Java – Typical Java Development Environment – Test-Driving a Java Application	2-29	Chapter1
02	1 1 1	Introduction to Java Applications – First Program in Java and modify it – Arithmetic operators and expressions.	36-49	Chapter2
03	1 1 1	– Input/Output statements – Displaying Text with printf, print, println – Introduction to Classes, Objects, Methods – Primitive Types vs. Reference Types	50-57 88-90	Chapter2 Chapter3
04	1 1 1	Control Statements: Part 1 – Section Statements. – If, if else, nested if – Switch.	104-137	Chapter4
05	1 1 1	Control Statements: Part 2 – Repetition Statements – For, while, do while – Nested loop – Break, continue	164-191	Chapter5
06	1 1 1	Methods – Static method and class Math, Class String. First Exam	213-217	Chapter6
07	1 1 1	Methods (Cont) – Declaring Methods with Multiple Parameters – Scope of Declarations – Method Overloading	217-240	Chapter6
08	1 1 1	Arrays – Declaring and Creating Arrays – Passing Arrays to Methods – Pass-By-Value vs. Pass-By-Reference	257-284	Chapter7
09	1 1 1	– Multidimensional Arrays – Case Study – Variable-length Argument lists	285-300	Chapter7
10	1 1 1	Classes and Objects – Instance Variables, set and get Methods – UML – Time Class Case Study	69-78 329-335	Chapter3 Chapter8

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11	1	Classes and Objects (Cont) – Constructors. – Controlling Access to Members – Referring to the Current Object's Members with the this Reference	335-344	Chapter8
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12	1	Classes and Objects (Cont) – Composition – static Class Members Second Exam	345-355	Chapter8
	1			
	1			
13	1	Object-Oriented Programming: Inheritance – Superclasses and Subclasses – protected Members – Constructors in Subclasses – Class object	373-400	Chapter9
	1			
	1			
14	1	Object-Oriented Programming: Polymorphism and Inheritance. – Polymorphism Examples – Abstract Classes and Methods	407-430	Chapter10
	1			
	1			
15	1	Object-Oriented Programming: Polymorphism and Inheritance (Cont). – final Methods and Classes – Creating and Using Interfaces	430-441	Chapter10
	1			
	1			
16	1	– Introduction to Exception Handling – Review Final Exam	455-464	Chapter11
	1			
	1			

Theoretical Course Evaluation Methods and Weight	Participation = 10% First Exam 20% Second Exam 20% Final Exam 50%	Practical (Clinical) Course Evaluation Methods	Semester Students' Work = 50% (Reports, Research, Quizzes, Etc.) Final Exam = 50%
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Approved by Head of Department		Date of Approval	
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Extra information (to be updated every semester by corresponding faculty member)

Name of teacher		Office Number	
Phone number (extension)		Email	_____@zuj.edu.jo
Office hours			