

**Course Information**

<b>Course Title</b>	Object-Oriented Programming
<b>Course Prefix, Num. and Title</b>	ITSE 2321 - Object-Oriented Programming
<b>Division</b>	Technology and Business
<b>Department</b>	Computer Science
<b>Course Type</b>	WECM Course
<b>Course Catalog Description</b>	Introduction to object-oriented programming. Emphasis on the fundamentals of design with classes, including development, testing, implementation, and documentation. Includes object-oriented programming techniques, classes, and objects.
<b>Pre-Requisites</b>	COSC 1436
<b>Co-Requisites</b>	None

**Semester Credit Hours**

<b>Total Semester Credit Hours (SCH): Lecture Hours:</b>	3:2:2
<b>Lab/Other Hours</b>	
<b>Equated Pay Hours</b>	3
<b>Lab/Other Hours Breakdown: Lab Hours</b>	2
<b>Lab/Other Hours Breakdown: Clinical Hours</b>	0
<b>Lab/Other Hours Breakdown: Practicum Hours</b>	0
<b>Other Hours Breakdown</b>	0

**Approval Signatures**

<b>Title</b>	<b>Signature</b>	<b>Date</b>
<b>Prepared by:</b>		
<b>Department Head:</b>		
<b>Division Chair:</b>		
<b>Dean/VPI:</b>		
<b>Approved by CIR:</b>		

## Additional Course Information

**Topical Outline:** Each offering of this course must include the following topics (be sure to include information regarding lab, practicum, and clinical or other non-lecture instruction).

Topical Outline – Each offering of this course must include the following topics (be sure to include information regarding lab, practicum, clinical or other non-lecture instruction):

- Selection
- Repetition
- Methods
- User-Defined Simple Data Types
- Arrays
- Strings
- Classes
- Inheritance
- Abstract Class
- Interfaces
- Polymorphism
- Generic classes
- Use UML to describe classes and objects, and Windows Programming.

### Course Learning Outcomes:

#### **Learning Outcomes – Upon successful completion of this course, students will:**

Develop executable programs; create appropriate documentation; and create programs using classes and objects using object-oriented programming techniques.

#### **Methods of Assessment:**

Individual/Group Assignments  
Individual/Group Projects  
Reading Assignments  
Presentations  
Lab Works/Assignments  
Quizzes/Tests/Exams

### Required text(s), optional text(s) and/or materials to be supplied by the student:

- Like Tony Gaddis, Starting out with Visual C#, 4th Edition, (c) 2017 Pearson, ISBN # 13: 978-013-438-2069
- USB Flash Drive
- High-speed Internet Connection

### Suggested Course Maximum:

20

### List any specific or physical requirements beyond a typical classroom required to teach the course.

Current Windows Operating System and Current Visual Studio.

**Course Requirements/Grading System:** Describe any course specific requirements such as research papers or reading assignments and the generalized grading format for the course.

**Course Requirements:**

Programming Assignments 20-40%

Final Project 20-80%

Midterm Exam 0-40%

Final Exam 0-60%

Attendance & Participation 0-20%

**Grading System**

100 - 90 = A

89 - 80 = B

79 - 70 = C

69 - 60 = D

and below = F

**Curriculum Checklist:**

- Administrative General Education Course** (from ACGM, but not in WCJC Core) – No additional documents needed.
- Administrative WCJC Core Course.** Attach the Core Curriculum Review Forms
  - Critical Thinking
  - Communication
  - Empirical & Quantitative Skills
  - Teamwork
  - Social Responsibility
  - Personal Responsibility
- WECM Course** -If needed, revise the Program SCANS Matrix and Competencies Checklist