

Course Syllabus

Subject ID : 1201201

Subject Name : Object Oriented Programming

Credit : 3

Lecturers : Phatthanaphong Chompuwiset
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B306

Laboratory : Vuttichai Vichianchai
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B308

Venue : Wednesday: 1.00 pm – 3.00 pm.
: Thursday: 3.00 pm. – 5.00 pm.

Description

This course is aimed at encouraging students to perceive a new trend of programming paradigms; Object Oriented Programming using Java. The class is divided into two portions, i.e. regular lecture and lab. In the lab, students will be given some hands on and problems that they need to solve based on the given lecture. The class has four parts. Java basic is introduced before stepping to the next part of Object Oriented Programming part. There, student will be able to understand the fundamental concept of the programming style. Part three will details the design of Object Oriented Programming from scratch. The last part is aimed at introducing some Java's API in order that students are able to apply and design including implement their own program by applying the API and Object Oriented style in a good fashion.

Topics

Part I	Java Basic	
	Introduction to Java I	1 week
	Introduction to Java 2	1 week
Part II	Object Oriented Programming	
	Principle of Object Oriented Programming	1 week
	Method	1 week
	Class and Object	1 week
	Constructor and Overloading	1 week
	Inheritance	1 week
Part III	Object Oriented Programming and Design	
	Windows Programming	1 week
	Abstract class and Interface	1 week

	Image and Animation	1 week
Part VI	Core Java's API	
	Multithreading	1 week
	Networking	1 week
	Databases	1 week

Grading

Grading is evaluated as follows:

Midterm	30 %
Assignment	20 %
Final	30 %
Project	20 %

Remark

The assignments and Project are individual work. Student is required to submit the work before the deadline; otherwise, your mark will be reduced. In general, **duplicating or copying work** is strictly prohibited. Students who are not keeping on this will be grade F accordingly.

Term project is given by the end of semester. Students to show the ability of applying the concepts of this programming style to create their own work. In addition, they needs to demonstrate the program and are able to answer some questions according to the program.