

ISTANBUL MEDIPOL UNIVERSITY								
SYLLABUS								
IMU-COE 1213250 OBJECT ORIENTED PROGRAMMING								
2019 Spring Semester								
Course Code	Course Name	Course Type	Weekly			Credits	ECTS	Weekly Class Schedule
COE1213250	Object Oriented Programming	Required	T	A	L	4	6	M : 9:00-12:00 M: 13:30-1630
Prerequisite		Prerequisite to						CZ12 CZ211 North Campus
Lecturer	Selim Akyokus		Office Hours Schedule			Monday 16:30, Thursday 16:30		
E-mail	<a href="mailto:sakyokus@medipol.edu.tr">sakyokus@medipol.edu.tr</a>		Office / Room No			C - 320 - North Campus		
Phone	x 5350							
Assistants	Khaled Algammal and Asmaa Samy Mohamed Mahmoud							
E-mail	<a href="mailto:kwalid@st.medipol.edu.tr">kwalid@st.medipol.edu.tr</a> (KA), <a href="mailto:amahmoud@medipol.edu.tr">amahmoud@medipol.edu.tr</a> (ASMM)							
Course Objectives	This is a second course in programming. In the first course, students learn the fundamental logic, concepts and techniques like data types, loops, methods, and arrays. The objective of this course is to teach object oriented programming (OOP) in a problem-driven way that focuses on problem solving rather than syntax. Students learn object thinking and design, and improve their algorithmic thinking skills. They learn how and when to apply OOP techniques to a given problem effectively. The course starts with a review of fundamental techniques in Java, and then teaches objects and classes, object-oriented thinking, inheritance and polymorphism, exception handling and text I/O, abstract classes and interfaces, Java GUI basics, event-driven programming and animations, Java UI controls and multimedia, binary I/O, recursion, generics, lists, stacks, queues, and priority queues, sets and maps, implementing lists, stacks, queues, and priority queues.							
Textbook	<p>Required Textbooks:</p> <ul style="list-style-type: none"> <li>- Introduction to Java Programming and Data Structures, Comp. Version (11th Edition), Y. Daniel Liang, Pearson, 2018.</li> <li>- Computer Science An Interdisciplinary Approach, Robert Sedgewick, Kevin Wayne, Pearson 2018.</li> </ul> <p>Additional Textbooks and References:</p> <ul style="list-style-type: none"> <li>- Java Software Solutions, Global Edition, 9/e, Lewis &amp; Loftus, Pearson, 2019.</li> <li>- Java: An Introduction to Problem Solving and Programming, Global Edition, 8/e, Savitch, Pearson, 2019.</li> <li>- Core Java Volume I and II --Fundamentals, 11/e, Horstmann, Pearson, 2019.</li> <li>- Java How to Program, Early Objects, Global Edition, 11/e, Deitel &amp; Deitel, Pearson, 2018.</li> <li>- Introduction to Programming Using Java, Eighth Edition Version 8.0, 2018 David J. Eck.</li> </ul>							
Learning Outcomes	<p>After successful completion of the course, the student will be able to:</p> <ol style="list-style-type: none"> <li>1. He/she will be able to describe fundamentals of object-oriented programming.</li> <li>2 1.1. He/she can discuss what object-oriented programming is.</li> <li>3 1.2. He/she can compare object-oriented and procedural programming languages.</li> <li>4 1.3. He/she can explain main components of object-oriented programming.</li> <li>5 2. He/she will be able to develop Java programs.</li> <li>6 2.1. He/she can describe how a Java program runs.</li> <li>7 2.2. He/she can use basic data types in Java.</li> <li>8 2.3. He/she can use basic control structures in Java.</li> <li>9 2.4. He/she can compare various loop types in Java.</li> <li>10 2.5. He/she can use basic functions and libraries in Java.</li> <li>11 2.6. He/she can describe the building blocks of a Java program.</li> <li>12 2.7. He/she can use libraries and methods for GUI (graphical user interface) design.</li> <li>13 2.8. He/she can discuss how to apply inheritance by object-oriented design.</li> </ol>							
Teaching Methods	Class discussions with examples. The notes and the presentations will be delivered during the lectures.							
WEEK	TOPIC					REFERENCE		
Week 1	Introduction to Computers, Programs, and Java					Chap. 1		
Week 2	Elementary Programming Selections Mathematical Functions Characters, and Strings					Chap. 2, 3 & 4		
Week 3	Loops Methods					Chap. 5 & 6		
Week 4	Single-Dimensional Arrays Multidimensional Arrays					Chap. 7 & 8		
Week 5	Objects and Classes Object-Oriented Thinking					Chap. 9 & 10		
Week 6	Inheritance and Polymorphism Exception Handling and Text I/O					Chap. 11 & 12		
Week 7	Abstract Classes and Interfaces JavaFX Basics					Chap. 13 & 14		
Week 8	Event-Driven Programming and Animations Review					Chap. 15		
Week 9	Exam Week					All slides and chapters till Week 9		
Week 10	JavaFX UI Controls and Multimedia Binary I/O					Chap. 16 & 17		
Week 11	Recursion Generics					Chap. 18 & 19		
Week 12	Lists, Stacks, Queues, and Priority Queues Sets and Maps					Chap. 20 & 21		
Week 13	Implementing Lists, Stacks, Queues, and Priority Queues					Chap. 24		
Week 14	Review					Chap 16-24		
Assessment Methods and Criteria	Evaluation Tool		Quantity		Weight			
	Final Exam		1		40%			
	Midterm		1		22%			
	Quizes		2		16%			
	Labs		1		10%			
HW Assignments		6		12%				
*** ECTS Credit Calculation ***							Language of Instruction: English	
Activity	Hours	Weeks	Student Workload Hours	Activity	Hours	Weeks	Student Workload Hours	
Lecture hours	3	14	42,0	In-term exam study	16	3	48,0	
Labs	2	10	20,0	Final exam study	24	1	24,0	
HWs	3	6	18,0				0,0	
Total Workload Hours =							152,0	
Recommended ECTS Credit =							6	