

COURSE DESCRIPTION

Department and Course Number: COMP 6280

Course Title: Object Oriented Programming Languages and Principles

Total Credits: 3

Required: No

Prerequisites: COMP 3220

Class meetings per week: 3 hours

Lab meetings per week: 0 hours

Course Coordinator: Dr. Homer Carlisle

Date Prepared: February 15, 2004

Current Catalog Description:

Object oriented language principles and study of the language support for these principles. Example languages and distributed object programming principles.

Textbooks:

Horstmann and Cornell. 2000. *Core Java 2, Advanced Features*. Prentice Hall. ISBN 0-13-081934-4.

References:

None.

Course Objectives:

1. Gain an in-depth understanding of object-oriented programming principles, languages and programming techniques.

Prerequisites by Topic:

1. Familiarity with an object-oriented programming language
2. An introduction to software engineering principles and practice

Topics Covered: (specify number of hours on each)

1. Review of OOP - Classes, objects, methods, interfaces, abstract classes (6 hours)
2. OOP languages (3 hours)
3. Object principles and event driven programming (3 hours)
4. Object principles and GUI programming (3 hours)
5. Object principles and graphics (3 hours)
6. Object introspection and external manipulation (3 hours)
7. Object principles and threaded programming (3 hours)
8. Object principles and network programming (5 hours)
9. Object builder tools and environments (6 hours)
10. Distributed object programming principles (8 hours)
11. Exams (2 hours)

Laboratory Projects: (specify number of weeks on each)

None.

Oral and Written Communications:

None.

Social and Ethical Issues:

None.

Theoretical Content:

None.

Problem Analysis and Solution Design:

None.