
	Hashemite University	
	Prince Al-Hussein bin Abdullah II Faculty for Information Technology	
	Department of Computer Science and its Applications	

## Course Syllabus

**Year: 2018-2019**

**Semester: (1)**

Course No.	Course Title	Designation	Prerequisite	Co-requisite	Credit Hours Lectures /Lab.
151001213	Object Oriented Programming 2 Lab	Required	-	151001212	1 / 0

Instructor Name	E-mail	Office No.	Office ext.	Office Hours
Mrs. Ayat Al-ahmad	<a href="mailto:ayat@hu.edu.jo">ayat@hu.edu.jo</a>	2 <sup>nd</sup> Floor-3	-	Sun, Tues, Thu (11:00-12:00)

<b>Coordinator's Name:</b>	Mrs. Ayat Al Ahmad
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<b>Course Description</b>	<p>This course presents a practical introduction to object oriented programming, exemplified by Java. This is a practical course where students complete a set of programming assignments using Netbeans; the leading JAVA integrated development environment (IDE). Several object oriented programming concepts are introduced in this course including classes, objects, inheritance, abstract classes, interfaces, polymorphism, and object oriented graphical user interfaces using SWING.</p>
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<b>a) Textbook(s):</b>
1. Introduction to JAVA programming – Comprehensive Version, Y. Daniel Liang, 8 <sup>th</sup> edition, Pearson Education, 2010
<b>b) References:</b>
1. <a href="http://www.java.sun.com">www.java.sun.com</a>
2. Deitel & Deitel, Java: How to Program, 9 <sup>th</sup> edition , Prentice Hall, 2011.

<b>Course Learning and Outcomes CLOs</b>
1. Apply object oriented programming concepts including classes, objects, inheritance, polymorphism, abstract classes, and interfaces in designing Java Applications. (2)
2. Design Graphical User Interface using Java API classes (2)
3. Create interactive application using event handling techniques( 2)
4. Apply exception handling concept to handle run-time errors (2)
<b>Addressed Student Learning Outcomes (SLOs)</b>
(2)

<b>Topic Details</b>	<b>Course ILO number</b>	<b>Reference</b>	<b>No. of Weeks</b>	<b>Contact hours*</b>
1. Objects and Classes	1	Ch8	3	9
2. Inheritance and Polymorphism	1	Ch11	4	12
3. Abstract Classes and Interfaces	1	Ch14	2	6
4. GUI Basics	2	Ch12	2	6
5. Event-Driven Programming	3	Ch16	2	6
6. Exception Handling	4	Ch13	1	3
Total			14	42

<b>Assessment method</b>	<b>Grade</b>	<b>Comments</b>
Mid Exam	40%	Covers Topics 8,11 and 14.
Quiz	10%	Covers topics12 .
Final Exam	50%	Covers all topics .
Total	100%	