

XE-FOP 1 Object Oriented Programming 1

Code:

XE-FOP 1

Extent:

6 ECTS points

Status:

70% theory, 30% exercise

Prerequisites:

None

Aims:

The student must achieve following skills:

- Be familiar with the principles of object oriented problem-solving and programming
- Ability to make use of classes (objects) for organizing data and methods
- Ability to solve well-defined programming exercises using object oriented language
- Ability to use functions in class libraries

Main contents:

Concepts of object oriented problem solving and programming

Fundamental programming

Structuralizing, built-in data types and data structures.

Object oriented programming

Classes, encapsulation, methods, casing, overloading, inheritance, interfaces and polymorphism.

Problem solving using combined objects

Program development environment

Class libraries for graphic Character based input and output.

Literature:

As agreed with the teacher

Evaluation:

Oral examination, internal grading, Grading according to the Danish grading scales "the 13 point scale".

Remarks:

Oral examination based on 3-4 obligatory hand-over exercises. The exercises must be approved in order to be allowed to the examination.

Date: 03-05-2004