

CS 04.113

4 s. h.

Introduction to Object-Oriented Programming

(Prerequisites: formal and declared status as a Computer Science major or minor or permission of instructor, MATH 01.121 or the high-school equivalent)

Introduces the fundamental concepts of programming from an object-oriented perspective. Topics are drawn from classes and objects, abstraction, encapsulation, data types, calling methods and passing parameters, decisions, loops, arrays and collections, documentation, testing and debugging, exceptions, design issues, inheritance, and polymorphic variables and methods. The course emphasizes modern software engineering and design principles and developing fundamental programming skills in the context of a language that supports the object-oriented paradigm.