

CS 04.114

4 s. h.

Object-Oriented Programming and Data Abstraction

(Prerequisites: formal and declared status as a Computer Science major or minor or permission of instructor; C- or better in CS 04.113, or a score of 4 or 5 on the Computer Science Advanced Placement 'A' Exam, or C- or better in CS 04.103 and C- or better in CS 04.112; MATH 01.122 or the high-school equivalent)

Objects and data abstraction continues from Introduction to Object-Oriented Programming to the methodology of programming from an object-oriented perspective. Through the study of object design, this course also introduces the basics of human-computer interfaces and graphics, with an emphasis on software engineering. A second operating system/programming platform is introduced.