

INF 260 Object Oriented Programming I

CATALOG DESCRIPTION

INF 260 (3-0-3) Elementary object-oriented programming concepts and practice: types, decisions, methods, arrays, classes; design and problem-solving. An intensive introduction intended for students with programming experience.

LAST TAUGHT: SPRING 2009 (DOYLE, WARD)

SCHEDULED LAB USAGE: NONE

STUDENT BACKGROUND EXPECTATIONS

C or better in MAT 109 or placement; C or better in INF 110 or INF 120 or placement. The entering student should be able to write and understand simple programs that use variables, loops and decisions. These skills may have been acquired in any modern programming language.

CORE TOPICS COVERED

- Types, Operations, Selection Statements, Loops
- Methods
- Arrays
- Strings
- Text Input and Output
- Objects and Classes
- Introduction to Inheritance and Polymorphism

MOST RECENT TEXTBOOK USED

Liang, Y. Daniel, *Introduction to Java Programming, Sixth edition* Pearson Education, 2007. ISBN 0-13-222158-6

SOFTWARE REQUIRED

JDK 1.6.X
JCREATOR LE 1.6

STUDENT WORK

Homework Assignments, Programming Assignments and in-class exams.

LEARNER OUTCOMES

1. Students will understand the fundamental concepts of object-oriented programming: abstraction, encapsulation and inheritance.
2. Students will be able to write programs in a contemporary, widely-used object-oriented programming language to solve problems using:
 - i. a variety of data types (integers, real numbers, booleans, and strings)
 - ii. a variety of control structures (loops, branches, selection statements)
 - iii. methods that accept parameters
 - iv. arrays, sorting and searching
 - v. classes and subclasses (including concepts such as public/private, static/non-static, and concrete/abstract).