

Subject Description Form

Subject Code	COMP2021
Subject Title	Object-oriented Programming
Credit Value	3
Level	2
Pre-requisite / Co-requisite / Exclusion	Pre-requisite: COMP1011/COMP1012/ENG2002
Objectives	<p>The objectives of this subject are to:</p> <ol style="list-style-type: none">1. introduce students the basic elements of object-oriented programming;2. teach students how to program computer systems using an object-oriented programming language;3. familiarise students the tools that streamline object-oriented development; and4. introduce lifelong learning to students
Intended Learning Outcomes	<p>Upon completion of the subject, students will be able to:</p> <p><u>Professional/academic knowledge and skills</u></p> <ol style="list-style-type: none">(a) use an object-oriented programming language to solve computer problems;(b) use an object-oriented programming language to build computer systems; <p><u>Attributes for all-roundedness</u></p> <ol style="list-style-type: none">(c) build computer systems in groups and develop group work; and(d) cooperate with team members in problem-solving. <p><u>Learning to learn</u></p> <ol style="list-style-type: none">(e) recognize the need for lifelong learning;(f) plan, conduct, evaluate, and adjust their self-learning activities in problem-solving and software development.

Subject Synopsis/ Indicative Syllabus	<table border="1"> <tr> <td colspan="7">Topic</td> </tr> <tr> <td colspan="7">1. Object-based programming. Concept of objects and classes. Correspondence between software objects and real-world objects. Object life cycle.</td> </tr> <tr> <td colspan="7">2. “Has-a” relationships and encapsulation. Data hiding and protection.</td> </tr> <tr> <td colspan="7">3. Object-oriented programming. Concept of class hierarchies. “Is-a” relationships and inheritance. Overriding of methods. Polymorphism. Run-time binding. Abstract classes and methods.</td> </tr> <tr> <td colspan="7">4. Multiple inheritance/Interfaces</td> </tr> <tr> <td colspan="7">5. Exception handling.</td> </tr> <tr> <td colspan="7">6. Generic programming.</td> </tr> <tr> <td colspan="7">7. Concurrency.</td> </tr> <tr> <td colspan="7">8. Use of UML to model OO projects.</td> </tr> </table>							Topic							1. Object-based programming. Concept of objects and classes. Correspondence between software objects and real-world objects. Object life cycle.							2. “Has-a” relationships and encapsulation. Data hiding and protection.							3. Object-oriented programming. Concept of class hierarchies. “Is-a” relationships and inheritance. Overriding of methods. Polymorphism. Run-time binding. Abstract classes and methods.							4. Multiple inheritance/Interfaces							5. Exception handling.							6. Generic programming.							7. Concurrency.							8. Use of UML to model OO projects.						
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Teaching/ Learning Methodology	<p>This subject emphasizes both the conceptual elements of computer programming and practical experiences. A high-level, object-oriented programming language, such as C++ or Java, will be used for illustration.</p> <p>The lectures will be used to deliver course materials, and the knowledge learned will be practiced/reinforced during the tutorials/labs. Individual/Group projects will be given to help students obtain hands-on development experience.</p> <p>Certain course project requirements concern aspects of object-oriented programming that are not fully covered in lectures. Students need to plan, conduct, evaluate, and adjust their self-learning activities to master the related knowledge to accomplish the corresponding tasks.</p> <p>Peer review of the project design and implementation will be organized to highlight the need for lifelong learning and to inspire perfectionism in students.</p>																																																																					
Assessment Methods in Alignment with Intended Learning Outcomes	<table border="1"> <thead> <tr> <th rowspan="2">Specific assessment methods/tasks</th> <th rowspan="2">% weighting</th> <th colspan="6">Intended subject learning outcomes to be assessed</th> </tr> <tr> <th>a</th> <th>b</th> <th>c</th> <th>d</th> <th>e</th> <th>f</th> </tr> </thead> <tbody> <tr> <td>Continuous Assessment</td> <td rowspan="2">60%</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>1. Assignments, Quizzes & Projects</td> <td>✓</td> <td>✓</td> <td>✓</td> <td>✓</td> <td>✓</td> <td>✓</td> </tr> <tr> <td>Final Examination</td> <td>40%</td> <td>✓</td> <td>✓</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Total</td> <td>100%</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>Notes:</p> <p>Project software artifacts submitted at the end of the subject will be assessed with respect to the project requirements, and the peer review reports need to contain</p>							Specific assessment methods/tasks	% weighting	Intended subject learning outcomes to be assessed						a	b	c	d	e	f	Continuous Assessment	60%							1. Assignments, Quizzes & Projects	✓	✓	✓	✓	✓	✓	Final Examination	40%	✓	✓					Total	100%																								
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	<p>students' reflections on the processes and results of their self-learning activities as well as the identified paths to improve their self-learning approaches.</p> <p>If a student fails either the continuous assessment component or the final exam component, his/her overall grade shall not exceed C-.</p>	
Student Study Effort Expected	Class contact:	
	▪ Lecture	39 Hrs.
	▪ Tutorial/Lab	13 Hrs.
	Other student study effort:	
	▪ Assignments, Quizzes, Projects, Exam	68 Hrs.
	Total student study effort	120 Hrs.
Reading List and References	<p>Reference Books:</p> <ol style="list-style-type: none"> 1. Horstmann, Cay S., <i>Core Java Volume I – Fundamentals</i>, 10th Edition, Prentice Hall, 2016. 2. Bates, Bert and Sierra, Kathy, <i>Head First Java</i>, 2nd Edition, O'Reilly Media, 2005. 3. Bloch, Joshua, <i>Effective Java</i>, 2nd Edition, Addison-Wesley, 2008. 4. Larman, Craig, <i>Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development</i>, 3rd Edition, Prentice Hall, 2004. 	