	OBJECT OF	RIENT	ED PROGRAMMING							
1	Course Title:	OBJECT	ORIENTED PROGRAMMING							
2	Course Code:	END223	8							
3	Type of Course:	Optional								
4	Level of Course:	First Cyc	le							
5	Year of Study:	2								
6	Semester:	4								
7	ECTS Credits Allocated:	3.00								
8	Theoretical (hour/week):	1.00								
9	Practice (hour/week):	0.00								
10	Laboratory (hour/week):	2								
11	Prerequisites:	None								
12	Language:	English								
13	Mode of Delivery:	Face to f	ace							
14	Course Coordinator:	Prof. Dr.	ERDAL EMEL							
15	Course Lecturers:									
16	Contact information of the Course Coordinator:	Tel: 0224 Endüstri Mühendi	al@uludag.edu.tr 0224 294 2080 üstri Mühendisliği Bölüm, nendislik Mimarlık Fakültesi dağ Üniversitesi, Görükle, Bursa							
17	Website:	http://www20.uludag.edu.tr/~erdal/								
18	Objective of the Course:  To provide students with the information needed to underst fundamentals of programming with Visual Basic and to preswith the information required to exercise the higher-level confidence object-oriented programming methodology and design for be applications.									
19	Contribution of the Course to Professional Development:									
20	Learning Outcomes:									
		1	To learn the characteristics that make a programming language object-oriented							
		2	To be able to define software requirement specifications							
		3	To be able to design use case and class diagrams using UML							
		4	To be able to design sequence, colloboration and activity diagrams and user interfaces							
		5	To be able to design a software by UML tools							
		6	To be able to code programs in Visual Basic .Net environment							
		7	To be able to create classes and instances in VB.Net							
		8	To be able to use event based programming							
		9	To be able to use collections, arrays, lists, queues							
	I	10	To be able to write codes in VB.Net for forms applications							
21	Course Content:	_								
	Course Content:									
	Theoretical		Practice							
1	Overview of Object-Oriented Program									

2	Designing OOP Solutions: Identifying Class Structure	g the								
3	Designing OOP Solutions: Modeling theObject Interaction									
4	Designing OOP Solutions: A Case S	tudy								
5	Introducing Visual Basic									
6	Introducing the NET Framework									
7	Creating Classes									
8	Creating Class Hierarchies									
9	Implementing Object Collaboration; \ with Collections	Norking								
10	Working with Collections; Implement Business Logic	ing the								
11	Developing Windows Applications									
12										
13										
14										
22	Textbooks, References and/or Other Materials:		<ol> <li>Beginning Object-Oriented Programming with VB 2005 From Novice to Professional, Daniel R. Clark, APress, 2005.</li> <li>Object Oriented Systems Analysis and Design, Noushin Ashrafi, Hessam Ashrafi, Prentice Hall, 2009.</li> <li>Data Structures and Algorithms Using Visual Basic.Net,</li> </ol>							
Activit	tes		Number	Duration (hour)						
Theore	ical		Się́ҳe Saunders, O'Reill	2.8006	28.00					
Practic	ı als/Labs		6 Objecteering's UML N	lodeler (www.obied	0.00					
S <b>23</b> stu	As seshpee peration		12	1.00	12.00					
Homev	<u> </u>		2	10.00	20.00					
Project	s Fxam	IX	10 00	0.00	0.00					
Field S			0	0.00	0.00					
Midterr	m exams work-project	2	25.00	10.00	10.00					
Others			1	10.00	10.00					
Final E	xams	5	100.00	10.00	10.00					
Total V	Vork Load				100.00					
\$9t <del>9</del> 144	ggr <b>g laad</b> / 30 hr	00 10	10.00		3.00					
ECTS	Credit of the Course				3.00					
Total			100.00							
Measu	rement and Evaluation Techniques Us	sed in the								
24	ECTS / WORK LOAD TABLE									
25	CONTRIBUTION	OF LEAF	RNING OUTCOMES	TO PROGRAM	IME					

25	CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS															
	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ1 0	PQ11	PQ12	PQ1 3	PQ14	PQ15	PQ16
ÖK1	0	4	0	0	0	0	3	0	0	0	0	0	0	0	0	0
ÖK2	0	3	0	5	0	0	3	0	0	0	0	4	0	0	0	0

ÖK3	0	0	0	5	0	0	3	0	0	0	0	0	0	0	0	0
ÖK4	0	0	0	5	0	0	0	0	0	0	0	0	0	0	0	0
ÖK5	0	0	0	5	0	0	0	0	0	0	0	0	0	0	0	0
ÖK6	0	0	0	5	5	0	3	0	0	0	0	0	0	0	0	0
ÖK7	0	0	0	5	0	0	0	0	0	0	0	0	0	0	0	0
ÖK8	0	0	0	5	0	0	0	0	0	0	0	0	0	0	0	0
ÖK9	0	4	0	5	0	0	0	0	0	0	0	0	0	0	0	0
ÖK10	0	0	0	5	5	0	3	0	0	0	0	0	0	0	0	0
		<u> </u>	LO:	Lear	ning	Obje	ctive	s I	Q: P	rogra	am Qı	alifica	ations	5	ı	•
Contrib 1 very low ution Level:				2 low	,	3	3 Medium			4 High			5 Very High			