

OBJECT ORIENTED PROGRAMMING1 COURSE SPECIFICATION

HIGHER EDUCATION PERFORMANCE REVIEW: PROGRAMME REVIEW

COURSE SPECIFICATION

This Course Specification provides a concise summary of the main features of the course and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. It should be cross-referenced with the programme specification.

1. Teaching Institution	University of Baghdad/ college of Science for Women
2. University Department/Centre	Computer Science department
3. Course title/code	Object oriented programming1 / 204 COP1
4. Programme(s) to which it contributes	
5. Modes of Attendance offered	Class and Lab attendance is required
6. Semester/Year	2 nd year/ 2 nd Semester

7. Number of hours tuition (total)	90 hour (30 theoretical + 60 practical)
8. Date of production/revision of this specification	13/4/2016
9. Aims of the Course	
<ul style="list-style-type: none"> This course aims to enable the student to absorb the principles of object oriented programming using the C ++ programming language. 	

10. Learning Outcomes, Teaching ,Learning and Assessment Methode
<p>Q- Knowledge and Understanding</p> <p>A1. Understand the principles of object-oriented programming.</p> <p>A2. Use the programming language C ++ to understand these principles</p>
<p>B. Subject-specific skills</p> <p>B1. The ability to understand the objects and classes</p> <p>B2. The ability to identify the objects and how they relate to each other</p>
<p>C. Thinking Skills</p> <p>C1. Depending the discussion in presenting a subject and listen to different opinions to solve the problems.</p> <p>C2. Making the student acting in building the programs in the laboratory without confining this a specific template</p>
Teaching and Learning Methods
<ul style="list-style-type: none"> Providing a printed chapters from a number of books (in English) for all the students before the start of the semester. Using a smart board to teach students. resolving some questions, that contain errors and make students extracting error analyze and solve the problems using object oriented concepts

Assessment methods

- Written exams
- Practical exams (Laboratory)
- Prepare a computer software (Project)

D. General and Transferable Skills (other skills relevant to employability and personal development)

D1. Focusing on building the mentality that depends on the analysis and conclusion in solving problems.

11. Course Structure					
Week	Hours	ILOs	Unit/Module or Topic Title	Teaching Method	Assessment Method
1	ξ	Introduction to object oriented programming	Introduction to fundamentals of object oriented programming	As mentioned in 10	As mentioned in 10
2	ξ	classes	classes		
3	ξ	Arrays within a class	Using array with classes		
4	ξ	Memory allocation for objects	Understanding memory allocating		
5	ξ	Static member functions	Understanding Static member functions		
6	ξ	Arrays of objects	Using array of objects in programs		
7	ξ	friend	Understanding and using friend function		
8	ξ	constructors	Understanding constructors		
9	ξ	Multiple constructors in a class	Multiple constructors in a class		
10	ξ	Dynamic initialization of objects	Dynamic initialization of objects		

11	ξ	Copy constructors	Copy constructors		
12	ξ	Dynamic constructors	Dynamic constructors		
13	ξ	inheritance	inheritance		
14	ξ	Single inheritance	Single inheritance		

12. Infrastructure

BOOK: .	Object oriented programming C++ Third edition Tata McGraw hill publishing company limited / 2006.
APPLICATION :	Software of C++programming language
Special requirements (include for example workshops, periodicals, IT software, websites)	
Community-based facilities (include for example, guest Lectures , internship , field studies)	

13. Admissions

Pre-requisites	1,9CSP1
Minimum number of students	10 students
Maximum number of students	30 students