COURSE DESCRIPTION

Department and Course Number: COMP 6280
Course Title: Object Oriented Programming Languages and Principles
Total Credits: 3
Required: No
Prerequisites: COMP 3220
Class meetings per week: 3 hours
Lab meetings per week: 0 hours
Course Coordinator: Dr. Homer Carlisle
Date Prepared: February 15, 2004

Current Catalog Description:
Object oriented language principles and study of the language support for these principles. Example languages and distributed object programming principles.

Textbooks:

References:
None.

Course Objectives:
1. Gain an in-depth understanding of object-oriented programming principles, languages and programming techniques.

Prerequisites by Topic:
1. Familiarity with an object-oriented programming language
2. An introduction to software engineering principles and practice

Topics Covered: (specify number of hours on each)
1. Review of OOP - Classes, objects, methods, interfaces, abstract classes (6 hours)
2. OOP languages (3 hours)
3. Object principles and event driven programming (3 hours)
4. Object principles and GUI programming (3 hours)
5. Object principles and graphics (3 hours)
6. Object introspection and external manipulation (3 hours)
7. Object principles and threaded programming (3 hours)
8. Object principles and network programming (5 hours)
9. Object builder tools and environments (6 hours)
10. Distributed object programming principles (8 hours)
11. Exams (2 hours)

Laboratory Projects: (specify number of weeks on each)
None.

**Oral and Written Communications:**
None.

**Social and Ethical Issues:**
None.

**Theoretical Content:**
None.

**Problem Analysis and Solution Design:**
None.