

Object Oriented Programming: Program 2016/2017

- 1 – Introduction to Object Oriented Paradigm
- 2 – The Java Language
- 3 – Classes and Objects
- 4 – Inheritance and Polymorphism
- 5 – Exceptions
- 6 – Interfaces and abstract classes
- 7 – Input and Output in Java
- 8 - Collections
- 9 – Graphical User Interfaces

[1] “Thinking in Java”, Bruce Eckel, 3rd edition.

[2] “An Introduction to Object-Oriented Programming with Java”, C. Thomas Wu, McGraw-Hill, 3rd edition, 2003.

Assessment:

- 1- 1st test (November, 11th, 14:00 O'clock) – 4 points
- 2- 2nd test (December 16th, 14:00 O'clock) – 12 points

If the student attends at least 9 lab classes until December 16th he can do the second test for 16 points (discarding the first test).

- 3- Project (to do in group) – to deliver on December, 11th until 24 O'clock) – 4 points

To pass:

- a) Do the project and discuss it
- b) $1 + 2 + 3 \geq 9.5$

To go to the exam: $1 + 2 + 3 \geq 6.0$