COURSE TITLE: Foundations of Object Oriented Programming  
COURSE NUMBER: WIS300

All courses are open to students from all colleges. Only where a course is preceded by an introduction course is there a need to observe a prerequisite. However, students might benefit from prior knowledge on some of the courses, and this is given as the content found in your course catalogue by course code.

I. MAJOR INSTRUCTIONAL GOALS

During this course, students should improve their understanding of:

GOAL #1: Demonstrate comprehension of an object-oriented language, such as Java.
Learning Outcomes - The student will:
    A. Be able to define terms and concepts associated with object-oriented languages and the runtime environment.
    B. Understand and use basic features of the language, including operators, control constructs, and common library components.
    C. Be able to write and document object-oriented programs with correct syntax and style.

GOAL #2: Demonstrate comprehension of object-oriented programming.
Learning Outcomes - The student will:
    A. Be able to define terms and concepts associated with object-oriented programming.
    B. Be able to write object-oriented programs that employ inheritance, composition, polymorphism, abstract classes, and interfaces.

GOAL #3: Demonstrate comprehension of error handling in an object-oriented languages, such as Java.
Learning Outcomes - The student will:
    A. Be able to define terms and concepts associated with error handling.
    B. Be able to implement error handling in object-oriented programs.
    C. Be able to create and use custom exception classes.

GOAL #4: Demonstrate comprehension of object-oriented design patterns.
Learning Outcomes - The student will:
    A. Be able to define terms and concepts associated with design patterns.
    B. Understand the object-oriented design principles that underlie design patterns.
    C. Be able to implement one or more common design patterns as a foundation for further study.
II. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class. Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.