



Course Specification

— (Bachelor)

Course Title: **Object Oriented Programming**

Course Code: **501323-3**

Program: **Bachelor of Computer Science**

Department: **Department of Computer Science**

College: **College of Computers and Information Technology**

Institution: **Taif University**

Version: **1**

Last Revision Date: **01-02-2024**



Table of Contents

| | |
|---|---|
| A. General information about the course: | 3 |
| B. Course Learning Outcomes (CLOs), Teaching Strategies and Assessment Methods | 4 |
| C. Course Content | 5 |
| D. Students Assessment Activities | 6 |
| E. Learning Resources and Facilities | 6 |
| F. Assessment of Course Quality | 7 |
| G. Specification Approval | 8 |



A. General information about the course:

1. Course Identification

1. Credit hours: (3)

2. Course type

A. University College Department Track Others
B. Required Elective

3. Level/year at which this course is offered: (5/3rd Year)

4. Course general Description:

This course provides Object-oriented programming paradigm, focusing on core concepts like Classes, Objects, Encapsulation, Inheritance, Polymorphism, etc., by using an object-oriented language. It introduces also UML Class Modeling tools to design and implement object-oriented applications.

5. Pre-requirements for this course (if any):

501222-3 (Computer Programming 2)

6. Pre-requirements for this course (if any):

7. Course Main Objective(s):

Students at the end of this course are able:

- Justify the philosophy of object-oriented design and the concepts of class, object, encapsulation, abstraction, inheritance, and polymorphism.
- Describe how the class mechanism supports encapsulation and information hiding.
- Design, implement, test, and debug simple programs in an object-oriented programming language.

2. Teaching mode (mark all that apply)

| No | Mode of Instruction | Contact Hours | Percentage |
|----|--|---------------|------------|
| 1 | Traditional classroom | 3 | 100% |
| 2 | E-learning | | |
| 3 | Hybrid <ul style="list-style-type: none"> • Traditional classroom • E-learning | | |
| 4 | Distance learning | | |





3. Contact Hours (based on the academic semester)

| No | Activity | Contact Hours |
|--------------|-------------------|---------------|
| 1. | Lectures | 45 |
| 2. | Laboratory/Studio | 30 |
| 3. | Field | |
| 4. | Tutorial | |
| 5. | Others (specify) | |
| Total | | 75 |

B. Course Learning Outcomes (CLOs), Teaching Strategies and Assessment Methods

| Code | Course Learning Outcomes | Code of CLOs aligned with program | Teaching Strategies | Assessment Methods |
|------------|--|-----------------------------------|----------------------------|--|
| 1.0 | Knowledge and understanding | | | |
| 1.1 | Understand Object Oriented Programming (OOP) paradigm | K1 | Lecture Labs Project | Direct Assessment Tool Written Exams Assignments Quizzes Project Indirect Assessment Tool Course Exit Survey |
| 1.2 | Understand UML Class Presentation for OOP applications | K1 | Lecture Labs Project | Direct Assessment Tool Written Exams Assignments Quizzes Project Indirect Assessment Tool Course Exit Survey |
| 2.0 | Skills | | | |
| 2.1 | Use OOP features and tools to design applications | S2 | Lecture Labs Project | Direct Assessment Tool Written Exams Assignments Quizzes Project Indirect Assessment Tool Course Exit Survey |



| Code | Course Learning Outcomes | Code of CLOs aligned with program | Teaching Strategies | Assessment Methods |
|------------|---|-----------------------------------|----------------------------|--|
| 2.2 | Implement object-oriented applications | S2 | Lecture Labs Project | Direct Assessment Tool Written Exams Assignments Quizzes Project Indirect Assessment Tool Course Exit Survey |
| 3.0 | Values, autonomy, and responsibility | | | |
| 3.1 | | | | |

C. Course Content

| No | List of Topics | Contact Hours |
|--------------|---|---------------|
| 1. | Course overview, policies, Basic concepts of OOP | 5 |
| 2. | Introduction to Java Programming | 10 |
| 3. | OOP Fundamentals: Classes, Objects, states , Methods , Encapsulation and UML Class Presentation | 5 |
| 4. | OOP Features: Driver class, Access modifier, Constructors, Instantiation, Message Passing, etc. | 5 |
| 5. | Composition Concept : Reuse of code by modeling UML has-a composition's relation | 10 |
| 6. | Classes and Objects Deeper Look - Part 1 : Static Class Members, Static import, Math static methods examples | 5 |
| 7. | Classes and Objects Deeper Look - Part 2 : Access modifier & Packages and Garbage | 5 |
| 8. | Inheritance Concept : Reuse of code by modeling UML is-a extending's relation | 5 |
| 9. | Inheritance Deeper Look: Method overriding, final Methods and final Classes, Abstract Classes and Methods, Polymorphism | 5 |
| 10. | Abstract Classes and Methods | 5 |
| 11. | Polymorphism: Operator <i>instanceof</i> and <i>DownCasting</i> by using Array | 5 |
| 12. | Exception Handling | 10 |
| Total | | 75 |



D. Students Assessment Activities

| No | Assessment Activities * | Assessment timing (in week no) | Percentage of Total Assessment Score |
|----|---|--------------------------------|--------------------------------------|
| 1. | HomeWorks /Student Participation-Attendance | Every Week | 5% |
| 2. | Project | Week 3 → 14 | 15% |
| 3. | Quizzes | Week 4 & 12 | 10% |
| 4. | Final Labs Exam | Week 7 | 10% |
| 5. | Mid-Term | Week 15 | 20% |
| 6. | Final Examination | Week 16 | 40% |

*Assessment Activities (i.e., Written test, oral test, oral presentation, group project, essay, etc.).

E. Learning Resources and Facilities

1. References and Learning Resources

| | |
|---------------------------------|--|
| Essential References | Java How to Program, by Deitel, P., 9th Edition Prentice Hall. ISBN-13: 9780132575669 |
| Supportive References | <ul style="list-style-type: none"> Introduction to Java Programming, Comprehensive Version by Y. Daniel Liang Publisher: Prentice Hall; 10th edition (January 6, 2014). ISBN-10: 0133761312 ISBN-13: 978-0133761313 Java: An Introduction to Problem Solving and Programming, (6Th Edition) by Walter Savitch Building Java Programs (3rd Edition) by S. Reges & M. Stepp Publisher, Pearson 2013. ISBN-13: 978-0133360905 |
| Electronic Materials | <ul style="list-style-type: none"> Introduction to Programming using Java by David Eck. (2011). Online edition. Introduction to Programming in Java by R. Sedgewick & K. Wayne. Online edition |
| Other Learning Materials | - |



2. Required Facilities and equipment

| Items | Resources |
|---|--|
| <p>facilities (Classrooms, laboratories, exhibition rooms, simulation rooms, etc.)</p> | <ul style="list-style-type: none"> A Lecture room appropriate for maximum 25 students with a personal computer, a data show and a smart board. A Lab room appropriate for maximum 15 students with a personal computer, a data show and a smart board. |
| <p>Technology equipment (projector, smart board, software)</p> | Lab materials and required software |
| <p>Other equipment (depending on the nature of the specialty)</p> | |

F. Assessment of Course Quality

| Assessment Areas/Issues | Assessor | Assessment Methods |
|---|----------------------|--|
| Effectiveness of teaching | Students | Students' surveys and Student's course evaluation |
| Effectiveness of Students assessment | Course Coordinator | deficiencies based on the student Evaluation, faculty input, course file, and program assessment |
| Quality of learning resources | Curriculum Committee | <ul style="list-style-type: none"> Review CAF (Course assessment file) Alumni surveys. Periodic exchange and remarking of tests or a sample of assignments with staff at another |
| The extent to which CLOs have been achieved | | |
| Other | | |

Assessors (Students, Faculty, Program Leaders, Peer Reviewer, Others (specify))

Assessment Methods (Direct, Indirect)





G. Specification Approval

| | |
|--------------------|-------------|
| COUNCIL /COMMITTEE | CS council |
| REFERENCE NO. | Meeting #11 |
| DATE | 07/03/2024 |

