Syllabus

In-depth course on the theory and principles of Object-based and Object-oriented programming using a language such as Java. The course covers advanced topics in inheritance and interface planning, generic (type-independent) programming, factors of polymorphism, structure and organization of class libraries, GUI and event driven programming, applets/networking, multithreading, and object-oriented design principles.

Prerequisite: CS 33001 (data structures)

Contents

- Object-based Programming --- Classes and Objects (a review)
- Principles of Inheritance and Class Modification/Refinement
- Inheritance Planning and Effective Class