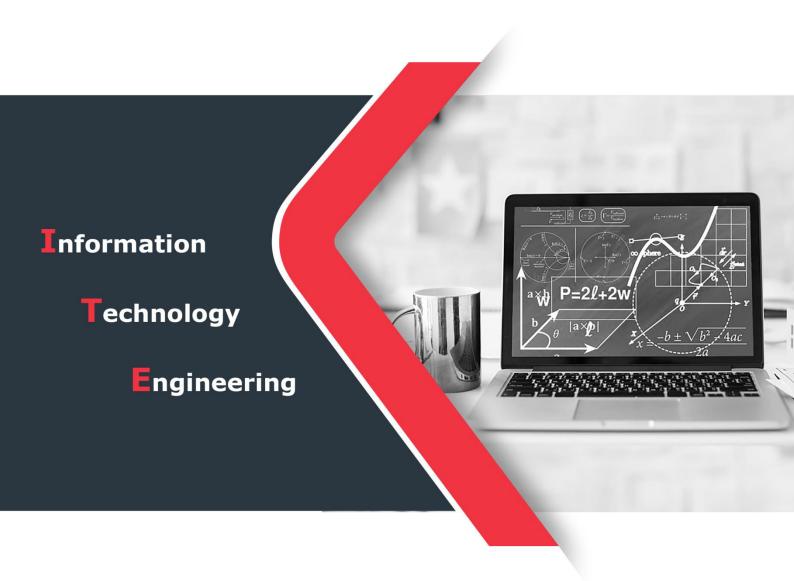


Programming II

Course Definition





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1. Basic Information:

Course Name	Programming II
Course ID	BPG402
No. of Recorded Sessions*	14-12
No. of Synchronized Sessions*	14-12
No. of Quizzes (hrs.)	0
Exam (hrs.)	1.5
Registered Sessions Work Load (hrs.)	36
Synchronized Sessions Work Load (hrs.)	36
Credit Hours	5

^{*} The duration of each session 1.5 hr

2. Pre-Requisites:

Course	ID
Programming I	BPG401

3. Course Objectives:

This course aims at:

Introduce the student to the concepts of the Object-Oriented Programming and its components such as Classes, Objects, Inheritance and others.

Enable the use of OOP through C # language and an Integrated Environment Development MS Visual Studio.

4. Learning Outcomes (LO):

By the end of this course the learner is expected to:

L1- Student will be familiar withObject-Oriented Programming design through using and construction of Classes (Types) in OOP language.

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- **L2** Student will use efficiently some predefined classes such as (Math, String, Text files).
- L3- Student will be acquainting with Exception handling and its usage.
- **L4** Student will be acquainting with Inheritance of a class.
- **L5** Student will be acquainting with Polymorphism: Abstract class, Interface.
- **L6** Namespaces
- L7- Student will be acquaint with Event Driven Programming and its usage through building GUI (Graphical User Interface)

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5. Assessment Results:

			Assessment Type				
Chapter No.	Chapter Title	Intended Objectives	Develope d content/ Recorded Sessions	Practical Activities (Synchronized Sessions)	Quizzes and Exams	Presentations And Interviews	Reports
CH1	Using classes and object in VS	L1	X	X	Х		
CH2	Predefined Classes: Math, String	L2	X	X	X		
CH3	Exception Handling	L3	X	X	X		
CH4	Text Files	L2	X	Х	X		
CH5	Class as Data Type	L1	X	X	X		
CH6	property members	L1	X	X	X		
CH7	Inheritance	L4	X	X	X		
CH8	Abstract class and interface	L5	Х	Х	Х		
СН9	GUI: Graphical User Interface	L1,L6,L7	Х	Х	Х		

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6. Course Syllabus

Chapter No.	Chapter Title	Chapter Content (Syllabus)	No. of Theoretic al Learning Units	No. of Practical Learning Units)
CH1	Classes and Objects in VS	1.	1	1
CH2	Predefined classes : Math, String		1	1
СНЗ	Exception Handling		1	1
CH4	Text File		1	1
CH5	Class as Data Structure		2	2
CH6	Property Members		1	1
CH7	Inheritance		2	2
CH8	Abstract Class and Interface		1	1
CH9	Graphical User Interface : GUI		3	3

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7. Practical Activity:

• Tools and Labs:

Tool Name	Description
Microsoft Visual Studio	IDE for C# program development

• Practical Activities per Chapters:

Chapter	Practical Activity	Remarks
CH1	☐ Experiment	
CH2	▼ Exercises	
	■ Homework	
	■ Experiment	
СН3	▼ Exercises	
	■ Homework	
	■ Experiment	
CH4	▼ Exercises	
	■ Homework	
	■ Experiment	
CH5	▼ Exercises	
	■ Homework	
	■ Experiment	
CH6	▼ Exercises	
	▼ Homework	
	⊠ Experiment	

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CH7	▼ Exercises	
	■ Homework	
	■ Experiment	
CH8	▼ Exercises	
	■ Homework	
	■ Experiment	
CH9	▼ Exercises	
	⋈ Homework	
	■ Experiment	

8. References:

- √ Visual Studio .NET 2008 How to Program, Deitel & Deitel, 8th edition 2010
- √ https://docs.microsoft.com/en-us/dotnet/csharp/tutorials/

SVU References

- ✓ Procedural Programming IPG202
- ✓ ITA310 Object Oriented Programming
- ✓ ISE-VP Visual Programming