



الجامعة الافتراضية السورية
SYRIAN VIRTUAL UNIVERSITY

Programming II

Course Definition

Information

Technology

Engineering



Syrian Arab Republic	 الجامعة الافتراضية السورية SYRIAN VIRTUAL UNIVERSITY	الجمهورية العربية السورية
Ministry of Higher Education		وزارة التعليم العالي
Syrian Virtual University		الجامعة الافتراضية السورية

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 with Object-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:

Chapter No.	Chapter Title	Intended Objectives	Assessment Type				
			Developed content/ Recorded Sessions	Practical Activities (Synchronized Sessions)	Quizzes and Exams	Presentations And Interviews	Reports
CH1	Using classes and object in VS	L1	X	X	X		
CH2	Predefined Classes : Math, String	L2	X	X	X		
CH3	Exception Handling	L3	X	X	X		
CH4	Text Files	L2	X	X	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	X	X	X		
CH9	GUI: Graphical User Interface	L1,L6,L7	X	X	X		

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6. Course Syllabus

Chapter No.	Chapter Title	Chapter Content (Syllabus)	No. of Theoretical Learning Units	No. of Practical Learning Units)
CH1	Classes and Objects in VS	1.	1	1
CH2	Predefined classes : Math, String		1	1
CH3	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	<input type="checkbox"/> Experiment	
CH2	<input checked="" type="checkbox"/> Exercises <input checked="" type="checkbox"/> Homework <input checked="" type="checkbox"/> Experiment	
CH3	<input checked="" type="checkbox"/> Exercises <input checked="" type="checkbox"/> Homework <input checked="" type="checkbox"/> Experiment	
CH4	<input checked="" type="checkbox"/> Exercises <input checked="" type="checkbox"/> Homework <input checked="" type="checkbox"/> Experiment	
CH5	<input checked="" type="checkbox"/> Exercises <input checked="" type="checkbox"/> Homework <input checked="" type="checkbox"/> Experiment	
CH6	<input checked="" type="checkbox"/> Exercises <input checked="" type="checkbox"/> Homework <input checked="" type="checkbox"/> Experiment	

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CH7	<input checked="" type="checkbox"/> Exercises <input checked="" type="checkbox"/> Homework <input checked="" type="checkbox"/> Experiment	
CH8	<input checked="" type="checkbox"/> Exercises <input checked="" type="checkbox"/> Homework <input checked="" type="checkbox"/> Experiment	
CH9	<input checked="" type="checkbox"/> Exercises <input checked="" type="checkbox"/> Homework <input checked="" type="checkbox"/> 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