BASICS OF OBJECT-ORIENTED PROGRAMMING

COURSE SYLLABUS ABSTRACT

Specialty 1-28 01 02 Electronic Marketing

	STUDY MODE	
	full-time	part-time
Year	**2**	**2**
Semester	3	3
Lectures, hours	16	4
Laboratory classes, hours	34	8
Classroom examination (semester, hours)		
Exam, semester	3	3
Classroom hours per academic discipline	50	12
Independent work, hours	58	96
Total hours per academic discipline / credits	108/3	

1. Brief content of the discipline

The purpose of the discipline is to teach students how to build complex programs and systems using object-oriented programming.

2. Learning outcomes:

know:

- basic concepts and syntax of the language, OOP technology and software development techniques;
- methods for determining and using the main objects and structures of the language;
- technology for organizing and using a hierarchy of classes, predefined classes and data types, methods for restricting access and handling exceptional situations;
- methods of parameterization of classes and their use for solving problems;
- methods for applying templates and container abstractions;
- work with streams and development of multithreaded applications;

be able to:

- define abstractions, modules, build a hierarchy of classes for the implementation of programs;
- use methods: typing, encapsulation, inheritance, polymorphism for the development of software products;
- use the capabilities of standard libraries;
- use the mechanism of exceptions to create sustainable applications;
- create your own and use the provided standard template libraries for complex data structures;
- use OOP technology to develop complex programs and systems;

own:

- methods and tools and systems for developing object-oriented programs;
- technique for creating object-oriented software components and organizing their interaction in software projects.

3. Formed competencies

BPK 12 - Develop computer programs in an object-oriented language

4. Form of current and intermediate certification: defense of laboratory work, exam