

ZCOM H2202: Object Oriented Software Development

Oniversity Children						
Module Title:			Object Oriented Software Development			
Language of Instruction:		n:	English			
Credits: 10		10				
NFQ Level:		6				
Module Del	livered In		No Programmes			
Teaching & Learning Strategies:			There will be 5 hours for practical work and short lectures (20-30 minute lectures). The practical sessions will provide students with the immediate opportunity to implement and reinforce the material presented in the short lectures.			
Module Ain	n:		To introduce the general concepts of object oriented programming and software development			
Learning O	utcomes					
On success	On successful completion of this module the learner should be able to:					
LO1	Design and implement software solutions to complex problems using the object oriented paradigm.					
LO2	Be sufficiently familiar with the architecture of the chosen language to be capable of understanding new language features and libraries as they evolve.					
LO3	LO3 Demonstrate an		understanding of the object oriented paradigm			
LO4 Implement object		objec	ct oriented constructs.			
LO5	LO5 Develop object oriented GUI based programs.					
Pre-requisi	Pre-requisite learning					
Module Recommendations This is prior learning (or a practical skill) that is recommended before enrolment in this module.						
No recomm	No recommendations listed					
	Incompatible Modules These are modules which have learning outcomes that are too similar to the learning outcomes of this module.					

No incompatible modules listed Co-requisite Modules

No Co-requisite modules listed

RequirementsThis is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.

No requirements listed

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Module Content & Assessment

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Concepts of Object Oriented Programming
Concepts of object oriented programming such as objects; classes; abstractions; associations; introduction to the object model.

Object oriented analysis

Requirement specifications; identification of classes, attributes, operations and associations; use-cases; responsibilities.

Object oriented design
Polymorphism; inheritance; generalisation; interaction diagrams, state transition diagrams. Unified Modelling Language

Two-dimensional graphicsGraphics objects, colours, fonts, graphics and drawing methods.

Images, Animation, Audio and Video Implementing persistence and associations.

Implementing GUIs:
UI components; the event model, AWT, Swing. Using and creating library components; reuse.

Testing and debugging:Unit and incremental testing. New and advanced topics including using streams, threading, and exception handling

Assessment Breakdown	%
Continuous Assessment	60.00%
End of Module Formal Examination	40.00%

Continuous Assessment					
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date	
Other	In-lab programming test 1	1,3,4	10.00	Week 10	
Other	In-lab programming test 2	1,2,3,4	15.00	Week 20	
Other	In-lab programming test 3	1,2,3,4,5	20.00	Week 26	
Other	Participation in-lab, completing exercises	1,2,3,4,5	15.00	n/a	

I No Project		

No Practical

End of Module Formal Examination					
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date	
Formal Exam	Formal written examination	1,2,3,4,5	40.00	End-of-Semester	

SETU Carlow Campus reserves the right to alter the nature and timings of assessment



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Module Workload

Workload: Full Time		
Workload Type	Frequency	Average Weekly Learner Workload
Lecture	30 Weeks per Stage	1.00
Laboratory	30 Weeks per Stage	4.00
Estimated Learner Hours	30 Weeks per Stage	1.67
	Total Hours	200.00