COURSE DESCRIPTION FORM						
Course Code and Name	CENG106 OBJECT ORIENTED PROGRAMMING					
Course Semester	2					
Catalogue Data of the Course (Course Content)	Introduction to Object Oriented Programming, Java Fundamentals, classes and objects, constructors, methods, inheritance, polymorphism, abstract classes, interfaces, static fields and methods, inner classes, file operations, accessing databases, GUI design and implementations					
Course Textbooks	Java: How to Program, Early Objects, 11th Edition, by Paul Deitel, Harvey Deitel, 2021.					
Supplementary Textbooks	Java: The Complete Reference, 10th Edition (Complete Reference Series) by Herbert Schildt, 2017. This king in Java, 4th Edition by Propa Eddal, 2006.					
Credit (ECTS)	Thinking in Java, 4th Edition, by Bruce Eckel, 2006.					
Prerequisites for the Course (Attendance Requirements)	Obligatory course attendance					
Course Type	Compulsory					
Language of Instruction	English					
Course Objectives	Introducing Object Oriented Programming concepts and thought processes. Applying Object Oriented Programming concepts and design principles using Java.					
Course Learning Outcomes	 Knows basics of Java programming Explains classes and objects. Explains how to create objects and initialization with constructor methods. Knows how to define methods and use static fields. Explains access modifiers and encapsulation. Explains inheritance. Explains polymorphism. Explains how to handle exceptions. Knows how to define and use abstract classes and interfaces. Knows how to define and use inner classes. Knows how to perform file operations Knows how to access databases Knows how to develop applications with GUI 					
Instruction Method (Face-to-face, Distance education etc.)	The mode of delivery of this course is face-to-face.					
Weekly Schedule of the Course	 Introduction to Object Oriented Programming Operators and String Class Control Structures Arrays Methods, classes and objects Access modifiers and encapsulation Inheritance Polymorphism Exception handling Abstract classes and interfaces Inner Classes File Streams Accessing databases with JDBC GUI design 					
Teaching Activities (The time spent for the activities listed here will	Weekly theoretical course hours: 3 Weekly practical course hours: 2 Reading activities					

determine the amount of credit required)	Internet search and library work Making a report Preparing and making presentations Midterm and revision for midterm Final exam and revision for final exam											
		Number(s)	Weight (%)							
Assessment Criteria	Midterm exam 1 Assignment 0			30								
	Application Project		10	30								
	Practice Quiz		0 0		40							
	Total	Final exam 1 Total 12			100							
	Activity			Number of Weeks	Duration (Weekly Hour)			End of Semester Total Workload				
	Weekly the	eoretical course	hours	14	4	3		4:	2			
Workload of the Course	Weekly pra	actical course ho	ours	14	1	2			28			
	Reading ac	tivities		14	4	1			14			
		arch and library		14	4	1		1	14			
	Designing materials	Designing and implementing										
	Making a report			10)	2		2	20			
		Preparing and making presentations				4		4	4			
	Midterm and revision for midterm			1		15			15			
	Final exam	Final exam and revision for final						1.	15			
	exam			1		15		1.				
	Total workload					152						
	Total workload/ 25							+-	,08			
	Course Cre	edit (ECTS)						6				
Contribution Level	No			rogram Outcomes			1	2	3	4	5	
between Course Outcomes and Program Outcomes	1 Knowledge of mathemat engineering, computing, engineering; ability to us solving complex enginee			and e th	l computer is knowledge						X	
	2	Ability to define, formulate and analyze complex engineering problems using basic science, mathematics and engineering knowledge and considering the UN Sustainable Development Goals relevant to the problems addressed.							X			
	3	Ability to design creative sol complex engineering problem design complex systems, pro software, algorithms or producurrent and future requirement realistic constraints and cond			ms; ability to occsses, device lucts to meet ents, considering						X	
	4	Ability to select, use and develop appropriate techniques, resources and modern engineering and informatics tools, including estimation and modeling, for the analysis and solution of complex engineering problems while being aware of their limitations.				X						
	5	Ability to use research methods to examine complex engineering problems or research topics in computer engineering, including reviewing the literature, designing					X					

		experiments, conducting experiments, collecting data, analyzing and interpreting results.				
	6	Knowledge of the effects of engineering practices and the standards used in these practices on society, health and safety, economy, sustainability and environment within the scope of the UN Sustainable Development Goals; awareness of the consequences of engineering solutions in the fields of information security and law.			X	
	7	Acting in accordance with engineering professional principles and knowledge on ethical responsibility; awareness of acting impartially, without discrimination on any issue, and being inclusive of diversity.	X			
	8	Ability to work effectively individually and as a team member or leader in intradisciplinary and multidisciplinary teams (face-to-face, remote, or hybrid).		X		
	9	Ability to conduct effective verbal and written communication on technical issues in Turkish or English, prepare reports, make effective presentations and prepare software documentation, considering the various differences of the target audience (such as education, language, profession).		X		
	10	Knowledge of business practices such as project, risk and change management and economic feasibility analysis; awareness of entrepreneurship and innovation.				
	11	Lifelong learning skill that includes the ability to learn independently and continuously, to adapt to new and developing scientific practices and technologies, and to think inquisitively about technological changes.				
Lacturaries and Lantact	Assoc. Prof. umitatila@ga	Dr. Ümit ATİLA ızi.edu.tr				