

# Object-Oriented Programming Course Blueprint

Course Description: This course introduces students to the principles of object-oriented analysis, design and programming. The focus is on developing creative thinking for analyzing a problem domain and designing a solution, and on using the Java programming language (or other appropriate programming language) to implement it.

Basics: Write your first Java program demonstrating fundamentals of Java programming.

Flow Control & Flowcharts: Write a flowchart and a Java program that include flow control aspects.

Objects, Classes, & Methods: Write a program that includes multiple objects, classes and/or methods.

Fundamental Data Structures: Write a program using simple data structures.

Inheritance: Write a program that includes inheritance.

Polymorphism: Write program demo...

Special Topics: Write a program that demonstrates use of the topic.

Chap 1 Assignment

Chap 2 Assignment

Chap 3 Assignment

Chap 4 Assignment

Chap 5 Assignment

Chap 6 Assignment

Chap 7 Assignment

Arrays / Linked List Assignment

Information Hiding Assignment

Inheritance, Overloading, Overriding Assignment

Polymorphism Assignment

Chap 9 Assignment

Chap 10 Assignment

Chap 11 Assignment