

Course Title	Object Oriented Programming
Course Code	CC-211
Credit Hours	3
Category	Computing core
Prerequisite	Programming Fundamentals
Co-Requisite	None
Follow-up	Data Structures and Algorithms, Mobile Application Development
Course Description	Introduction: Object-oriented design, history, and advantages of object-oriented design. Object Oriented Programming: Terminology and features, classes, objects, data encapsulation, constructors, destructors, access modifiers, const vs non-const functions, static data members & functions, function overloading, operator overloading, identification of classes and their relationships, composition, aggregation, inheritance, multiple inheritances, polymorphism, abstract classes, and interfaces. Generic Programming: Concepts, function & class templates, standard template library. Object Streams: Data and object serialization using object streams. Exception Handling.
Text Book(s)	H. M. Deitel, P. J. Deitel, C++ How to Program, 10th Ed., Prentice-Hall.
Reference Material	Starting Out with C++ from Control Structures to Objects, 9th Edition, Tony Gaddis Object Oriented Programming in C++, 3rd Edition by Robert Lafore Java: How to Program, 9th Edition by Paul Deitel Beginning Java 2, 7th Edition by Ivor Horton An Introduction to Object Oriented Programming with Java, 5th Edition by C. Thomas Wu