Content

Course Code	Course Name	Semester	Theory	Practice	Lab	Credit	ECTS
ISI 502	Object Oriented Programming	1	3	0	0	3	6

Prerequisites	
Admission Requirements	

Language of Instruction	English
Course Type	Compulsory
Course Level	Masters Degree
Objective	Object-oriented programming begins in this course. Usage of basic objects such as Button, TextField, TextArea, Choice, RadioButton etc., Java console programming, solutions of some algorithmic problems, Java application programming, class-object-method relations, inheritance, final and static concepts and usages, Topics such as upcasting, polymorphism, downcasting, abstract classes and methods, interface etc...the basic philosophy of object-oriented programming constitute the aim of this course.
Content	Week 1 Console programming in Java Week 2 Application programming in Java Week 3 Introduction to interface controls such as buttons, text fields Week 4 Keyboard control in Java Week 5 Mouse control in Java Week 6 Visual programming Week 7 Moving objects, game programming 1,2 Week 8 Midterm Exam Week 9 Class, object and method relations Week 10 Application programming in Java Week 11 Calculator etc... examples Week 12Final, static concepts and examples Week 13 Upcasting, downcasting and polymorphism Week 14 Abstract classes and methods, interface classes
References	1. Java Programlama Dili ve Yazılım Tasarımı, Altuğ B. Altıntaş, Papatya Yayıncılık ve Eğitim, 2014. 2. JAVA SE 7, Herbert Schildt, Alfa Yayınları, 2012. 3. Java Uygulamaları, David Flanagan, Pusula Yayıncılık ve İletişim, 2004. 4. Java ile Programlama ve Veri Yapıları, Bülent Çobanoğlu, Pusula Yayıncılık ve İletişim, 2013. 5. Java, Numan Pekgöz, Pusula Yayıncılık ve İletişim, 2003.

Theory Topics

Week	Weekly Contents