

Content

Course Code	Course Name	Semester	Theory	Practice	Lab	Credit	ECTS
INF223-B	Object Oriented Programming	4	3	0	2	4	6

Prerequisites	INF102
Admission Requirements	INF102

Language of Instruction	
Course Type	Compulsory
Course Level	Bachelor Degree
Objective	Object-oriented programming begins in this course. Java applet programming, Button, TextField, TextArea, Choice, RadioButton, etc... The use of basic objects such as Java console programming, some algorithmic solutions of problems, the Java application programming method Class-object-relations, inheritance, object-oriented programming, this course covers basic topics such as philosophy.
Content	1st Week: Java CONSOLE PROGRAMMING 2nd Week: Java applets, INTRODUCTION 3rd Week: BUTTON TEXT FIELD TEXT AREA VS ... CONTROL 4th Week: Java keyboard control 5th Week: Java MOUSE CONTROL 6th Week: APLET ON THE VISUAL PROGRAMMING 7th Week: APLET ON Move an object 8th Week: MID-TERM Exam 9th Week: CLASS, OBJECT RELATIONS AND METHODS 10th Week: APLET APPLICATIONS ON THE GAME PROGRAMMING 11th Week: APLET APPLICATIONS ON THE GAME PROGRAMMING 12th Week: Java APPLICATION PROGRAMMING 13th Week: CALCULATOR AS EXAMPLES OF APPLICATION PROGRAMMING 14th Week: ADVANCED JAVA APPLICATIONS
References	1. JAVA 6, HERBERT Schildt, ALPHA BROADCASTING. 2. Java Applications, COMPASS PUBLICATIONS.

Theory Topics

Week	Weekly Contents
1	Java console programming
2	Java applets, introduction
3	Button, Text Field, Text Area etc... control
4	Java keyboard control
5	Java mouse control
6	Applets on the visual programming
7	Applets on moving an object
8	Midterm exam
9	Class, object relations and methods
10	Applet examples on the game programming I
11	Applet examples on the game programming II
12	Java application programming
13	Examples of application programming as calculator
14	Advanced examples in java applications