Computer Science Department

Course Syllabus
CS141 - Computer Programming-II

Catalog Description: This course will introduce the student to the concepts of object oriented programming. Programming topics include data hiding/encapsulation and abstraction using classes and objects, inheritance, polymorphism, generic programming using template, operator overloading and file I/O. Upon successful completion of this course.

Credit Hours: 4 Credit hours
3 Lectures per week 2 Labs. per week 0 Recitation per week

Prerequisites: Computer Programming I – CS140

Course Learning Outcomes:
1. Code Object Oriented Computer Programs
2. Ability to document programs through comments.
3. Work in a team to implement a computer program.
4. Be able to engineer a class to separate its interface from its implementation for maintainability, reusability.
5. Apply the concepts of data encapsulation, inheritance, and polymorphism.
6. Understand what operator overloading is and how it makes programs more readable and programming more convenient.
7. Use class templates and functions templates and bind them to the other OO concepts.

Major Topics:
- Classes and Objects
- Inheritance
- Polymorphism
- Operator Overloading
- Templates

Computer Science Department

Course Syllabus

CS141 - Computer Programming-II

Grading:

The grading scale for this course is:

95 - 100  A+  Passing
90 - 94    A    Passing
85 - 89    B+   Passing
80 - 84    B    Passing
75 - 79    C+   Passing
70 - 74    C    Passing
65 - 69    D+   Passing
60 - 64    D    Passing
0   - 59    F    Failing

Final grades will be determined based on the following components:

60% Semester Work
40% Final Exam

Students may not do any additional work for extra credit nor resubmit any graded activity to raise a final grade.

Late submissions will not be accepted for any graded activity for any reason.

Students have one week to request the re-grading of any semester work.

Attendance Policy:

Students should attend 80% of the overall course hours taught in the semester as per the University regulations.

If a student fails to achieve this portion, he/she shall not be allowed to appear in the final exam and shall be awarded “DN” grade and repeat the course.

Cheating and Plagiarism Policy:

The instructor will use several manual and automated means to detect cheating and/or plagiarism in any work submitted by students for this course.

When a student is suspected of cheating or plagiarism, the instructor raises the issue to the disciplinary committee.
Computer Science Department

Course Syllabus
CS141 - Computer Programming-II

Communications: Registered students will be given access to a section of the Blackboard Learning System for this course. Bb will used as the primary mechanism to disseminate course information, including announcements, lecture slides, assignments, and grades.

Communication with the instructor on issues relating to the individual student should be conducted using CIS email, via telephone, or in person.