

MATARAM UNIVERSITY

(University of Mataram)

FACULTY OF ENGINEERING

(Faculty of Engineering)

INFORMATION ENGINEERING STUDY PROGRAM

(Department of Informatics Engineering)

MODULE HANDBOOK DESCRIPTION

Object Oriented Programming (IB1105)

| Module design | Object Oriented Programming |
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| Semester(s) in which the module is taught | 5 / third year |
| Person responsible for the module | Royana Afwani , ST, MT |
| Language | English |
| Relations to curriculum | Compulsory |
| Teaching methods | Lectures, Discussions, Quiz, Project |
| Workload (incl. contact hours, self-study hours) | Contact Hours every week, each week of the 16 weeks/semester including Evaluation • 3 x 50 minutes lecturer/week • 3 x 60 minutes class exercise/week • Self Study hours = 120 minutes/week Total workload 450 minutes/week |
| Credit points | 3 (~4.8 ECTS) |
| Required and recommended prerequisites for joining the module | Algorithms and Data Structures |

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| Module objectives/intende | Object Oriented Programming course is to provide mastery of the basic principles Object Oriented Programming in the form |
| d learning outcomes | of objects, method classes, and concepts inheritance as well as polymorphism. Based on these main objectives, the Object Oriented Programming courses have subject learning outcomes, namely: |
| | Able to make a simple program suitable PBO based with rule PBO programming with language Java programming that is for class, attribute, method types (constructor, assessor, mutator, main), and object. Able to understand principle main programming oriented object as well as make example the programming that is for abstraction, encapsulation, derivation, and polymorphism. Able to understand and make example programming oriented object for abstract methods, abstract classes, and multiple inheritance with interfaces. Able to understand and use classes that have is in the java library for make programming oriented object, especially for Graphical User Interface (GUI), Threads, and more. |
| Content | This course provides students with knowledge, design, and coding skills about Introduction PBO Programming, Constructor, Inheritance, Encapsulation, Polymorphism, Abstract class, Interface, Static Class. |
| Examination forms | Assignments , Quiz, practicum , Project (Oral Presentation) |
| Study and examination requirements | 25% Assignments , 25% Quiz, 25% practicum Projects 25% |
| Reading list | Core Java, Cornel Gary, Hostmann Cay S. Haryanto Bambang, Engineering System Oriented Object www.docs.oracle.com/java |