Gebze Institute of Technology
Department of Computer Engineering

CSE 241

Object Oriented Programming
Syllabus

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Current and other useful information about this course will be kept on
http://www.bilmuh.gyte.edu.tr/~akgul

Required Textbook
- C++ How to Program (5th Edition) by Harvey M. Deitel, Paul J. Deitel. The examples of this book are available at the Computer Engineering Intranet space.

Course Prerequisites
Solid C programming skills are required. A passing grade from CSE 102 is required. If you do not satisfy the conditions, please talk to the instructor.

Other good books
- The C++ Programming Language (Special 3rd Edition) by Bjarne Stroustrup. This book is by the creator of the C++ language.

The Compiler
We will use the Microsoft Visual Studio 2005 C++ (.NET) compiler environments for the homeworks. If you need a university funded copy, please contact the TA.

Grading
The course grade will be determined approximately as follows:
- Midterm: 30%
- Final: 40%
- Homeworks: 30%

Class participation and attendance might give you an extra grade if it is close.

Homeworks are due by 17:00 on the due date. 10% of the maximum grade will be deducted for each day late. If there is a situation which prohibits you from turning in your homework on time, talk to me before the due date.

Attendance
Attendance is required and attendance will be taken regularly. You are responsible from all the subjects covered in the class.

Class email list
I will form a class email list for the announcements. Please send the TA an email with the subject line 'BIL241 email registration' so that we can send you class related messages.

Announcements
All the class related announcements will be made either in class or at the class web page. Students are required to monitor the class web page regularly.

Honor Code
You should not misrepresent someone else's work as your own. Do not use work from someone else. All cases of confirmed cheating will be reported for disciplinary action.

Topics to Be Covered
- Introduction to C++ programming, classes and objects
- Control Structures, Functions, arrays
- Pointers and Strings
- Classes and Data Abstraction
- Operator Overloading
- Inheritance
- Virtual Functions and Polymorphism
- Templates
- Exception Handling
- Standard Template Library
- Introduction to C# and comparison with C++
- Introduction to Java and comparison with C++