SYLLABUS

1. Information regarding the programme

1.1 Higher education institution	**Babeş-Bolyai University of Cluj-Napoca**
1.2 Faculty	**Faculty of Mathematics and Computer Science**
1.3 Department	**Departament of Computer Science**
1.4 Field of study	**Mathematics**
1.5 Study cycle	**Bachelor**
1.6 Study programme / Qualification	**Mathematics and Computer Science**

2. Information regarding the discipline

2.1 Name of the discipline (en) (ro)			**Object Oriented Programming** **Programare orientată obiect**				
2.2 Course coordinator			**Lect. PhD Diana Laura Borza**				
2.3 Seminar coordinator			**Lect. PhD Diana Laura Borza**				
2.4. Year of study	**1**	2.5 Semester	**2**	2.6. Type of evaluation	**E**	2.7 Type of discipline	**Compulsory**
2.8 Code of the discipline		**MLE5006**					

3. Total estimated time (hours/semester of didactic activities)

3.1 Hours per week	5	Of which: 3.2 course	2	3.3 seminar/laboratory	1 sem 2 lab
3.4 Total hours in the curriculum	70	Of which: 3.5 course	28	3.6 seminar/laboratory	42
Time allotment:					hours
Learning using manual, course support, bibliography, course notes					24
Additional documentation (in libraries, on electronic platforms, field documentation)					15
Preparation for seminars/labs, homework, papers, portfolios and essays					19
Tutorship					9
Evaluations					13
Other activities:					

3.7 Total individual study hours	80
3.8 Total hours per semester	150
3.9 Number of ECTS credits	6

4. Prerequisites (if necessary)

4.1. curriculum	• Fundamentals of programming
4.2. competencies	• Average programming skills in a high-level programming language

5. Conditions (if necessary)

5.1. for the course	• Class room with projector
5.2. for the seminar /lab activities	• Laboratory with computers, having a C++ compiler, a C++ IDE (preferably Visual Studio) and Qt library installed

6. Specific competencies acquired

Professional competencies	• C1.1 Description of programming paradigms and of language specific mechanisms, as well as identification of syntactic and semantic differences. • C1.2 Explanation of existing software applications, on different levels of abstraction (architecture, classes, methods) using adequate basic knowledge. • C1.3 Elaboration of adequate source codes and testing of components in a given programming language, based on some given specifications. • C1.4 Testing applications based on testing plans. • C1.5 Developing units of programs and corresponding documentations.
Transversal competencies	• CT1 Application of efficient and rigorous working rules, manifest responsible attitudes towards the scientific and didactic fields, respecting the professional and ethical principles. • CT2 Use of efficient methods and techniques for learning, information, research and development of abilities for knowledge exploitation, for adapting to the needs of a dynamic society and for communication in Romanian as well as in a widely used foreign language.

7. Objectives of the discipline (outcome of the acquired competencies)

7.1 General objective of the discipline	• To understand the concepts of the objected-oriented programming paradigm and to design object-oriented solutions of small/medium scale problems, using C++ and Qt.
7.2 Specific objective of the discipline	• To demonstrate the differences between traditional imperative design and object-oriented design. • To explain class structures as fundamental, modular building blocks. • To understand the role of inheritance, polymorphism, dynamic binding and generic structures in building reusable code. • To explain and to use defensive programming strategies, employing formal assertions and exception handling. • To design user-interfaces interfaces and write small/medium scale C++ programs using Qt. • To use classes written by other programmers and third-party libraries when constructing their systems.

8. Content

8.1 Course	Teaching methods	Remarks
1. **C/C++ introduction** (basic elements of C/C++ programming language, data types, constants variables, scope and lifetime of the variables, statements, functions: declaration and definition, overloading functions).	• Interactive exposure • Explanation • Conversation • Examples	

	• Didactical demonstration	
2. Modular programming in C/C++ (functions, formal and actual parameters, pointers and memory management, the stack and the help, pointers to functions, header files, modular programming, libraries).	• Interactive exposure • Explanation • Conversation • Examples • Didactical demonstration	
3. Object oriented programming in C++ (introduction to object oriented programming, object oriented programming features, abstraction, encapsulation, classes and objects, access modifiers, object creation and destruction, operator overloading, static and friend elements).	• Interactive exposure • Explanation • Conversation • Examples • Didactical demonstration	
4. Inheritance and polymorphism (base and derived classes, Liskov substitution principle, method overriding, inheritance and polymorphism).	• Interactive exposure • Explanation • Conversation • Examples • Didactical demonstration	
5. Polymorphism (static and dynamic binding, virtual methods, multiple inheritance, upcasting and downcasting, abstract classes, UML class diagrams and relations).	• Interactive exposure • Explanation • Conversation • Examples • Didactical demonstration	
6. Templates in C++. The C++ Standard Template Library (function templates, class templates, containers in STL: array, vector, list, stack, heap, map, set), iterators, STL algorithms, lambda functions.	• Interactive exposure • Explanation • Conversation • Examples • Didactical demonstration	
7. Streams and exception handling (input output streams, insertion and extraction operators, overloading insertion and extraction operators, formatting, manipulators, flags, text files, exception handling, exception safe code).	• Interactive exposure • Explanation • Conversation • Examples • Didactical demonstration	
8. Resource management and RAII (Resource Acquisition Is Initialization (RAII), smart pointers, move semantics, smart pointers in STL: std::unique_ptr, std::shared_ptr, std::weak_ptr)	• Interactive exposure • Explanation • Conversation • Examples • Didactical demonstration	
9. Graphical User Interfaces (Qt Toolkit: installation, Qt modules and instruments, Qt GUI components, Layout management, design interfaces using Qt Designer).	• Interactive exposure • Explanation • Conversation • Examples	

	• Didactical demonstration	
10. Event driven programming I (callbacks, events, signals and slots in Qt).	• Interactive exposure • Explanation • Conversation • Examples • Didactical demonstration	
11. Event driven programming II (Model View Controller, Models and Views in Qt, using predefined models, implementing custom models).	• Interactive exposure • Explanation • Conversation • Examples • Didactical demonstration	
12. Design patterns I (creational, structural, behavioral patterns, examples, singleton, factory method, adapter pattern).	• Interactive exposure • Explanation • Conversation • Examples • Didactical demonstration	
13. Design patterns II (façade pattern, observer pattern, strategy pattern, case study application and examples).	• Interactive exposure • Explanation • Conversation • Examples • Didactical demonstration	
14. Revision (revision of the most important topics covered by the course, examination guide).	• Interactive exposure • Explanation • Conversation • Examples • Didactical demonstration	

Bibliography

1. B. Stroustrup. ***The C++ Programming Language***, Addison Wesley, 1998.
2. Bruce Eckel. ***Thinking in C++***, Prentice Hall, 1995.
3. A. Alexandrescu. ***Programarea moderna in C++: Programare generica si modele de proiectare aplicate***, Editura Teora, 2002.
4. S. Meyers. ***Effective C++: 55 Specific Ways to Improve Your Programs and Designs (3rd Edition)***, Addison-Wesley, 2005.
5. S. Meyers. More effective C++: 35 New Ways to Improve Your Programs and Designs, Addison-Wesley, 1995.
6. B. Stroustrup. ***A Tour of C++***, Addison-Wesley, 2013.
7. C++ reference (http://en.cppreference.com/w/).
8. Qt Documentation (http://doc.qt.io/qt-5/).
9. E. Gamma, R. Helm, R. Johnson, J. Vlissides. ***Design Patterns: Elements of Reusable Object-Oriented Software***, Addison-Wesley Longman Publishing, 1995.

8.2 Seminar	Teaching methods	Remarks
1. Simple problems in C. Functions. Structures, enums and arrays.	• Interactive exposure • Explanation • Conversation	The seminar is structured as a 2 hour class, every 2 weeks.

2. Modular programming.	• Interactive exposure • Explanation • Conversation	
3. Classes. Operator overloading. User defined objects as class data members.	• Interactive exposure • Explanation • Conversation	
4. Inheritance. Polymorphism. Templates.	• Interactive exposure • Explanation • Conversation	
5. Files, exceptions. STL containers, iterators, algorihms.	• Interactive exposure • Explanation • Conversation	
6. Graphical User Interfaces.	• Interactive exposure • Explanation • Conversation	
7. Implementation based on UML diagrams. Design patterns.	• Interactive exposure • Explanation • Conversation	

Bibliography

1. B. Stroustrup. ***The C++ Programming Language***, Addison Wesley, 1998.
2. Bruce Eckel. ***Thinking in C++***, Prentice Hall, 1995.
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4. S. Meyers. ***Effective C++: 55 Specific Ways to Improve Your Programs and Designs (3rd Edition)***, Addison-Wesley, 2005.
5. S. Meyers. More effective C++: 35 New Ways to Improve Your Programs and Designs, Addison-Wesley, 1995.
6. B. Stroustrup. ***A Tour of C++***, Addison-Wesley, 2013.
7. C++ reference (http://en.cppreference.com/w/).
8. Qt Documentation (http://doc.qt.io/qt-5/).
9. E. Gamma, R. Helm, R. Johnson, J. Vlissides. ***Design Patterns: Elements of Reusable Object-Oriented Software***, Addison-Wesley Longman Publishing, 1995.

8.3 Laboratory	Teaching methods	Remarks
1. Environment setup (installing a C++ compiler and an IDE). C/C++ basics.	• Explanation • Conversation	The laboratory is structured as weekly 2 hour classes.
2. Introductory problems (in C).	• Explanation • Conversation	
3. Feature-driven software development process. Layered architecture. Test driven development. Modular programming	• Explanation • Conversation	
4. Classes and objects in C++. Copy constructors, assignment operators, destructors.	• Explanation • Conversation	
5. Inheritance. Method overriding.	• Explanation • Conversation	
6. Inheritance and polymorphism. Virtual methods.	• Explanation • Conversation	

7. STL containers, iterators and algorithms.	• Explanation • Conversation	
8. Streams, overloading the insertion and extraction operators, persistence.	• Explanation • Conversation	
9. Exception handling. Testing.	• Explanation • Conversation	
10. Qt Graphical User Interfaces I.	• Explanation • Conversation	
11. Qt Graphical User Interfaces II. Signals and slots in Qt.	• Explanation • Conversation	
12. Design patterns.	• Explanation • Conversation	
13. Laboratory test.		
14. Assignment delivery time.		

Bibliography

1. B. Stroustrup. ***The C++ Programming Language***, Addison Wesley, 1998.
2. Bruce Eckel. ***Thinking in C++***, Prentice Hall, 1995.
3. A. Alexandrescu. ***Programarea moderna in C++: Programare generica si modele de proiectare aplicate***, Editura Teora, 2002.
4. S. Meyers. ***Effective C++: 55 Specific Ways to Improve Your Programs and Designs (3rd Edition)***, Addison-Wesley, 2005.
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6. B. Stroustrup. ***A Tour of C++***, Addison-Wesley, 2013.
7. C++ reference (http://en.cppreference.com/w/).
8. Qt Documentation (http://doc.qt.io/qt-5/).
9. E. Gamma, R. Helm, R. Johnson, J. Vlissides. ***Design Patterns: Elements of Reusable Object-Oriented Software***, Addison-Wesley Longman Publishing, 1995.

9. Corroborating the content of the discipline with the expectations of the epistemic community, professional associations and representative employers within the field of the program

- The course respects the ACM Curricula Recommendations for Computer Science studies.
- The course exists in the studying program of all major universities in Romania and abroad.
- The content of the course is considered by the software companies as important for average object-oriented programming skills.

10. Evaluation

Type of activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Share in the grade (%)
10.4 Course	The correctness and completeness of the accumulated knowledge and the capacity to design and implement correct C++ programs.	Written examination (regular session).	**50%**
10.5 Seminar/lab activities	Ability to design,	Practical evaluation.	**25%**

	implement, test and debug a C++ program with a graphical user interface.		
	Correctness of the delivered laboratory assignment and documentation	Program and documentation portfolio. Observation during the semester.	**25%**

10.6 Minimum performance standards

- Students must prove that they acquired an acceptable level of knowledge and understanding of the core concepts taught in the class, that they are capable of using this knowledge in a coherent form, that they have the ability to establish certain connections and to use the knowledge in solving small/medium scale problems using object oriented programming in C++.
- Successfully passing of the examination is conditioned by a minimum grade of 5 (no rounding) for the laboratory practical test, the laboratory assignment and written examination.

Date	Signature of course coordinator	Signature of seminar coordinator
30.04.2020	Lect. PhD. Diana Laura Borza	Lect. PhD. Diana Laura Borza

Date of approval ..... Signature of the head of department .....