CIT 255 - OBJECT-ORIENTED PROGRAMMING

Course Description

The student builds on object-oriented fundamentals learned in CIT 195, focusing on implementing SOLID Principles throughout the course. Projects will explore design patterns, UI/UX considerations, multiple forms of desktop and online persistence, and the integration of various technologies to form a complete solution. Group 2 course.

Credit Hours

3

Contact Hours

4

Lecture Hours

2

Lab Hours

2

Required Prerequisites

CIT 178 with a grade of 2.0 or higher, CIT 195 with a grade of 2.0 or higher

General Education Outcomes supported by this course

Critical Thinking - Direct

Course Learning Outcomes

Knowledge:
- Explain the SOLID Principles of object-oriented programming.

Application:
- Demonstrate the application of the SOLID Principles object-oriented programming.
- Choose a design pattern based the initial application requirements, maintenance, and expendability.

Integration:
- Develop a complex application.
- Deploy a complex application.

Human Dimension:
- Demonstrate interpersonal communication skills while relating design decisions.
- Demonstrate the ability to effectively critique their peer's work.
- Construct a functional user interface (UI) and experience (UX).

Caring - Civic Learning:
- Identify how the quality of code effects our daily experience and interaction with technology.

Learning How to Learn:
- Select professional development resources that support their learning styles.
- Develop a set of professional resources to maintain throughout their career.