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. Course content is mapped to the Certiport Information Technology Specialist - Software Development learning objectives, and students enrolled in this course will take the certification exam. 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. CIT 218 (may also be taken concurrently).

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 on 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 work effectively in a team environment.
- 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.
- Independently seek out solutions to problems.