

<b>Course title</b>	<b>Code</b>	<b>semester</b>	<b>T+U</b>	<b>credit</b>	<b>ECTS</b>
Object Oriented Programming 2	YM402	4	3+2	4	6
<b>Prerequisite Courses</b>	None				
<b>Language of the Course</b>	English				
<b>Course Level</b>	Undergraduate				
<b>Type of Course</b>	Compulsory				
<b>Course Coordinator</b>					
<b>Instructors</b>					
<b>Course Assistants</b>					
<b>The aim of lesson</b>	Advanced structured programming and cross-functional parameter transfer functions Object-oriented programming with the C++ programming language To be able to learn the principles of Windows programming by understanding.				
<b>Course Content</b>	Basics of programming in C++, Control structures, Classes, Functions and Pointers program development using				
<b>Course Learning Outcomes</b>	<p>Students who successfully complete this course;</p> <ol style="list-style-type: none"> <li>1. C/C++ data flow between functions, dynamic data creation, ability to use pointer variables</li> <li>2. Ability to create basic class structures in object-oriented programming</li> <li>3. Ability to inherit in classes, overload operator functions on objects</li> <li>4. Visual programming skills on Windows-based visual software development platforms</li> <li>5. Object-oriented programming concepts and problems</li> </ol>				
<b>Weeks</b>	<b>Topics</b>				
one	Basic Principles of Object Oriented Programming				
2	Programming Fundamentals in C++, Control Structures				
3	Parameter Flows in Functions				
4	User Defined Function Software-Development				
5	Dynamic-Static Arrays in Functions,				
6	Overloaded - Template Structured Functions I				
7	Overloaded - Template Structured Functions II				
8	Array-String Structures, Structured Programming				
9	Object Oriented Programming with Class				
10	Inheritance Function in Classes,				
11th	Inclusion Structures in Classes				
12	Classes, Pointers, Virtual Functions				
13	Threat Operations with C++				
14	DLL Creation I				
15	DLL Creation II				
<b>General Competencies</b>					
Writes programs suitable for software engineering.					
<b>resources</b>					
Hollingworth, J. & Swart, B. & Cashman M. & P. Gustavson, (2003), Borland C Builder 6, Developer's Guide, SAMS					
<b>Evaluation System</b>					
<b>Quiz (10%), Presentation (10%), Midterm (20%), Final Exam (60%)</b>					

WITH PROGRAM LEARNING OUTCOMES COURSE LEARNING OUTCOMES RELATIONSHIP TABLE											
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
LO1	5	5	5	5	4	4	4	5	5	4	4
LO2	5	4	4	4	4	3	3	3	5	4	5
ÖK3	5	5	5	4	5	3	3	4	3	3	3
ÖK4	4	4	5	3	4	4	4	3	3	3	3
ÖK5	4	4	5	4	5	3	3	3	3	3	3
<b>LO: Learning Outcomes OP: Program Outcomes</b>											
<b>Contribution Level</b>	<b>1 Very Low</b>		<b>2 Low</b>		<b>3 Medium</b>		<b>4 High</b>		<b>5 Very High</b>		

**Relation of Program Outcomes and Related Course**

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
<b>Object Oriented Programming 2</b>	4	5	5	4	4	3	4	4	3	4	3