

Course Name	Course Code	Semester	T + P	Credit	ECTS
Object-Oriented Programming		3	2 + 2	3	6

Prerequisite Courses	None
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If the language of Code	Turkish
Course class	Compulsory
If the Coordinator of Code	
Instructor	
Assistant Course	
Objective of Course	To be able to learn structured programming and parameter transfer functions between functions by applying the windows programming principles by understanding object-based programming with C ++ programming language.
Course Learning Output	Ability to write programs in software engineering based on object-oriented programming concepts and problems
Contents Course	Programming bases in C ++, Control structures, Program development using Classes, Functions and Pointers.

Weeks	Topics
1	Basic principles of object-oriented programming
2	Programming bases in C ++, Control structures
3	Parameter flows in functions
4	User-defined function software development
5	Dynamic-Static Sequences in Functions,
6	Overloaded - Template structured functions
7	Array-String constructions, Structured programming
8	MIDTERM
9	Object-based programming with Class
10	Inheritance function in classes,
11	Inclusion classes
12	Classes, pointers, virtual functions
13	Threat with C ++
14	Creating a DLL
15	FINAL EXAM

General Sufficiency
Writing appropriate programs for software engineering
References
<ul style="list-style-type: none"> <li>J. Hollingworth, B. Swart, M. Cashman, P. Gustavson, 2003, Borland C Builder 6, Developer's Guide, SAMS</li> </ul>
Assessment
Midterm: 40% Final exam: 60% of the project or assignment can be made and announced at the beginning of the semester evaluations.