



## AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Introduction to the Object Oriented Programming							
Course Code		BPR157		Course Level		Short Cycle (Associate's Degree)			
ECTS Credit	2	Workload	50 (Hours)	Theory	2	Practice	0	Laboratory	0
Objectives of the Course		The aim of this course is to provide the basic level for object-oriented programming.							
Course Content		Studying the programming environment, Name spaces (nameSpaces), Variable and data types Working with operators.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Discussion, Project Based Study, Individual Study, Problem Solving					
Name of Lecturer(s)									

### Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	70

### Recommended or Required Reading

1	Object Oriented Programming with C# for beginners Abaküs Yayınları Fahrettin Erdiñç 2015
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Week	Weekly Detailed Course Contents	
1	Theoretical	Examining the programming environment
2	Theoretical	Examining the programming environment
3	Theoretical	İsim uzayları (nameSpaces),
4	Theoretical	İsim uzayları (nameSpaces),
5	Theoretical	İsim uzayları (nameSpaces),
6	Theoretical	İsim uzayları (nameSpaces),
7	Theoretical	Variable and data types
8	Theoretical	Variable and data types
9	Intermediate Exam	Midterm Exam
10	Theoretical	Variable and data types
11	Theoretical	Variable and data types
12	Theoretical	Working with operators
13	Theoretical	Working with operators
14	Theoretical	Working with operators
15	Theoretical	Working with operators
16	Final Exam	Final exam

### Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	2	28
Assignment	1	0	5	5
Project	1	0	5	5
Midterm Examination	1	5	1	6
Final Examination	1	5	1	6
Total Workload (Hours)				50
[Total Workload (Hours) / 25*] = ECTS				2

\*25 hour workload is accepted as 1 ECTS

### Learning Outcomes

1	Recognizes the object-oriented programming environment.
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2	Can use the programming environment.
3	Learns namespaces.
4	Learns variable and data types.
5	Learns the operators.

**Programme Outcomes (Computer Programming)**

1	Having knowledge and skills in web project preparation and publishing
2	Having the knowledge and skills necessary for proper use management of database applications
3	Having knowledge and skills for software development, testing and installation
4	Be able to use the hardware necessary for computer programming and solve the basic problems they have with hardware
5	To be able to use information and communication technologies at the level required by computer programming
6	To be able to produce solutions to problems encountered in the field
7	Having the competencies to make job planning in the profession
8	Communicating with colleagues and clients based on knowledge and skills
9	Be able to take responsibility as an individual or as a team member and to fulfill the responsibility
10	To be able to express written and oral expressions related to the study topic
11	Be able to adapt the winning information to new situations

**Contribution of Learning Outcomes to Programme Outcomes 1:Very Low, 2:Low, 3:Medium, 4:High, 5:Very High**

	L1	L2	L3	L4	L5
P1	3	3	3	3	3
P2	2	2	2	2	3
P3	3	3	3	3	2
P4	2	2	3	3	3
P5	3	3	3	2	3
P6	3	3	2	2	3
P7	2	2	2	2	3
P8	1	1	1	2	3
P9	1	1	1	1	3
P10	2	2	1	1	3
P11	2	1	1	2	2

